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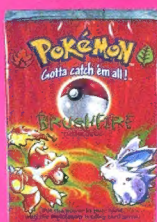
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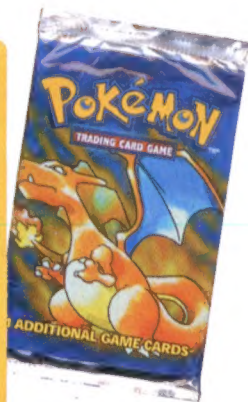
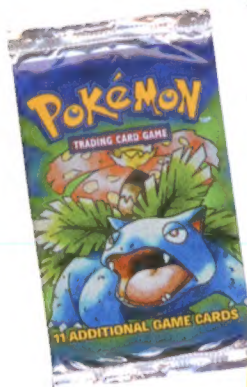
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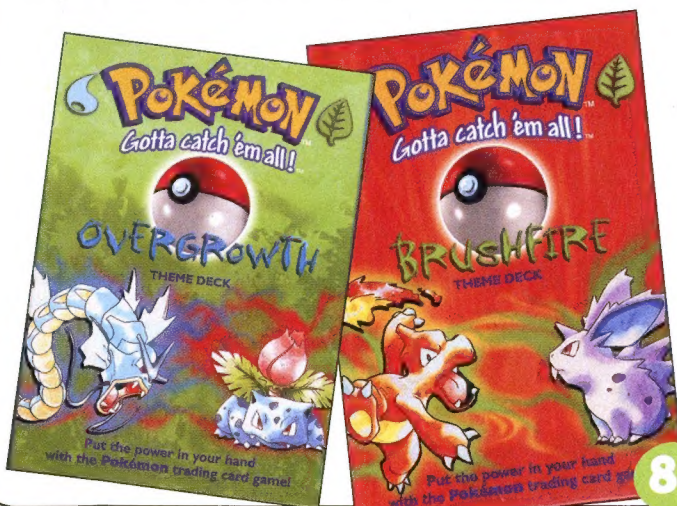
Turn that theme deck from prefab to fabulous with a little help from our Master Trainers. This month, we tackle Blackout, Brushfire, Overgrowth and Zap!

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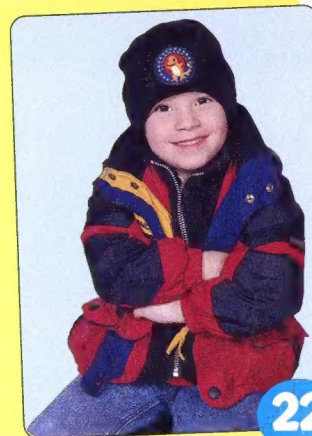
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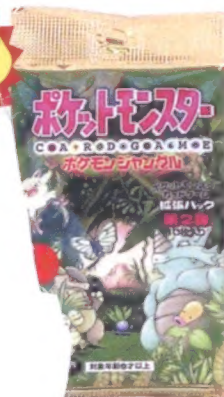
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Ariel Marsh mailed her question for PoJo in this artistic envelope.

Dear PoJo:

I love your magazine. I thought the first issue was great, and the second even better. There is only one thing that I would like you to add: translations for each Japanese card.

Eldar Murselovic, Missouri

Dear Eldar:

We tackled Team Rocket translations in the last issue and now Gym Series 1 in this issue. We are doing them in sections so that we can give you the most details about these cards that you'll find anywhere! Along with translations of Gym Series 1, you'll get reviews of each card. This gives you the opportunity to trade for the powerful Gym 1 cards before your friends know they're powerful. In the next issue, we'll provide translations and ratings for Gym 2.

Dear PoJo:

I know a lot of people are talking about "Wizards of the Coast." Where did this saying come from? Is it just a saying or are they really Wizards?

Sarah Stanage, Michigan

Dear Sarah:

"Wizards of the Coast" is actually a company. Though it didn't create Pokémon, the company is licensed to print Pokémon cards in English. Pokémon cards have existed in Japan

for a few years. The founder of Wizards of the Coast is a dude named Richard Garfield. He created another collectible card game (CCG) called Magic: The Gathering, which was the king of CCGs for five years until Pokémon unleashed its fury on the U.S. in 1999. Give Wizards of the Coast credit for spotting the popularity of Pokémon early and getting its mitts on it before anyone else did.

Will Ancient Mew come in a U.S. version this summer?

Dear PoJo:

What kind of booster pack can I get an Ancient Mew in?

Matthew Catscadden, California

Dear Matthew:

Ancient Mew cannot be obtained in any booster packs. It was was a movie-giveaway card in Japan, just like Electabuzz, Pikachu, Mewtwo and Dragonite were here in the U.S. Ancient Mew was given away at the second Pokémon movie, Revelation: Lugia, which is scheduled for a U.S. release on July 21, 2000. Hopefully, we'll all get a chance to get English-language versions of Ancient Mew at that time.

Dear PoJo:

Can you tell me about the next Pokémon movie?

Corey Gill, California

Dear Corey:

The second Pokémon movie was released in Japan in summer 1999. The movie was titled, Pokémon X — Revelation Lugia. From what I've heard, this film is about a prophecy that if a trainer can bring all three legendary birds (Articuno, Zapdos and Moltres) together, a fourth mystical bird (Lugia) will be released. This bird's powers are so strong that they can destroy the world! A Pokémon collector called Jirarudan hopes to catch Lugia with a Pokéball, thus making him the most powerful man in the world!

The third movie, Pokémon: The Lord of the Unknown Tower, will be released next summer in Japan. I have no clue what this movie is about.

Dear PoJo:

What is a Rain Dance?

Justin Thompson, via E-mail

Dear Justin:

Rain Dance is just the term people label their Pokémon TCG decks when they want to use the incredible Pokémon power of Blastoise. Blastoise's Pokémon power essentially lets you bend the basic rules, allowing you to play more than one water energy per turn. Which brings me to a question I am going to ask myself...

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Ask the Master

By Brian Brokaw

Where do I find information about misprinted Pokémon cards? I have a holographic Jungle card that is missing the flower that designates it as a Jungle-set card. All of the other cards included in the Jungle pack had the flower.

Many cards make it to print with minor errors in their text, artwork or layout. These types of "misprints" are typically corrected for future print runs as soon as they are identified. When this happens, slightly different revisions of cards end up in the singles market simultaneously. Unfortunately, there is no single resource documenting



An incorrect graphic appears on this first-edition Electrode. It was later corrected on all unlimited cards.

all of the misprinted Pokémon cards ever produced. The Pojo constantly receives many reports from all over the country identifying new, legitimate

misprints, but there are far too many for which to keep accurate details, distributions and values. While it is true that some misprint cards may be more desirable to hardcore collectors (due to their limited distribution/rarity), most Pokémon misprint cards are produced in such high volumes (and with so many other screw-up/misprint cards in the same set), the values are not significantly different from their non-error version cards.

The "no expansion symbol" Jungle cards are definitely among the more widely distributed, most recent misprints of which we are aware. These join the ranks of many other notable error cards from all the expansions (note: all of these are legitimate misprints):

- Base Set "No Picture Shadow and 99 in Copyright" cards
- Base Set "Length, Length" Bulbasaur and Kakuna cards
- Base Set "Reversed HP" Caterpie, Metapod and Vulpix cards
- Base Set "Monster Ball" Voltorb cards
- Base Set "Red Cheek" Pikachu cards
- Base Set "Sideways Fist" Diglett cards
- Base Set "No Damage" Ninetales cards
- Jungle Set "Wrong Art," nonfoil Electrode cards
- Jungle Set "Edition d" Butterfree cards
- Jungle Set "Evolution Error" Rapidash and Seaking cards
- Fossil Set "Holographic Flaw" foil Zapdos cards



You are allowed to use some of each different version of a monster card like these Basic and Fossil Zapdos.

(The details of these print errors can be found in gamebooks.com's "Pokémon Trading Card Game Fossil Expansion Player's Guide.")

It's pretty clear that as time has progressed, fewer and fewer major errors are making it to the market. It wouldn't be too surprising if the next U.S. expansion set were error-free!

I'm really confused about the duplicate Pokémon cards from the different sets. Am I allowed to use four copies of each version? Or are they all considered to be the same (like Base-Set Zapdos and Fossil Zapdos)?

One of the great aspects of the Pokémon Game Boy games is the development of a trainer's captured Pokémon. As each monster successfully battles, it will gain experience and increase in "level." And with each new level, the monster's abilities will increase, as well as possibly learning new attack moves or even evolving into a higher-stage Pokémon.

The Trading Card Game duplicates this feature by presenting the player with different strengths of the same Pokémon using different cards. And, just like the Game Boy games, these different-strength monsters will be identified with different levels.

For example, Base-Set Zapdos shows that it is Level 64. (Look for the term "LV. 64" at the bottom of the card). But Fossil Zapdos shows that it is Level 40. So, the Fossil Zapdos is a lower-level monster and his stats reflect this — lower Hit Points, lower Attack Damage, lower Retreat Cost. You can clearly identify that these two monsters are different by declaring not just their name, but by including their Levels: Level 64 Zapdos vs. Level 40 Zapdos.

And here is an interesting point: If Level 40 Zapdos is ever reprinted in another set, even if the artwork or card layout is modified, the attack moves and all other game play abilities will remain exactly the same. In the TCG, a Level 40 Zapdos (originally from the Fossil expansion) will always have 80 HP and it will always have only one attack move — Thunderstorm.

There is at least one instance in the Japanese card game where three Base-Set monster cards were reprinted as promo cards with different artwork but identical Levels. Even though the artwork on the Japanese "Best Collection CD" Level 76

Charizard promo card is much cooler than his already-cool artwork in the Base Set (also Level 76 Charizard), his Pokémon Power, Attack Move, and all other game play aspects are identical.

Now, despite the fact that different "Levels" allow the card designers to recreate new monster cards for the same old monsters, the four-card rule applies to Pokémon based on their "name" only. So, when you are constructing the

ultimate Lightning deck, you are not allowed



If Liggypuff puts Scyther to Sleep with the Lullaby effect, will Swords Dance be erased?

to include four copies of Level 40 Zapdos and four copies of Level 64 Zapdos.

This is because they are both "Zapdos" cards. (They have the same name.) You can use some of each different version of a monster card, but you must make sure they add up to no

more than four total cards in your deck. This will all become slightly more complicated when the Team Rocket expansion is released, and even more complicated when Gym Leader's cards finally make it to the U.S.

If I use Scyther's Swords Dance on my turn, but my opponent's Jigglypuff uses Lullaby and puts Scyther to Sleep on her turn, will Swords Dance still work if Scyther wakes up before its attack? Will Scyther do 30 or 60 damage?

Putting a Pokémon to Sleep only erases two other kinds of effects: Confusion and Paralysis. It does not erase any other lingering "effects" that may be attached to that Pokémon. For

example, putting a Pokémon to Sleep will not cure it of Poison. The Sleeping Pokémon will still be taking Poison damage every turn.

So, putting Scyther to Sleep won't erase an effect like Swords Dance. If Scyther wakes up with a coin flip at the end of your opponent's turn (Swords Dance only lasts for one turn), then Scyther would inflict 60 damage. ★

Brian Brokaw is the co-author of the Pokémon Trading Card Game Player's Guide and the Pokémon Trading Card Game Fossil Expansion Player's Guide (www.gamebooks.com). Be sure to submit your questions to him at www.poj.com.

In the Know

Is Burger King Cooking up More Pokémon?

On March 12 or thereabouts, *Pokémon: The First Movie* comes out on video. Will a Burger King promotion accompany its release? The signs are certainly encouraging.

Logically, it makes sense for Burger King to do a second Pokémon promotion. Pokéball recall and class-action lawsuit notwithstanding, the Pokémon promotion was Burger King's biggest and best ever. Toys sold out more quickly than Burger King had imagined, yet the promotion lasted longer than the fast-feeder planned, thanks to additional promotions and trading nights.

Unofficially, it certainly appears that a Pokémon-video-release promotion is coming. A wide range of Burger Kingers – from middle managers to franchisees – say they've been told a second Pokémon promotion will hit this spring, with a similar mix of toys and cards. The new promotion also will include trading nights, these sources say.

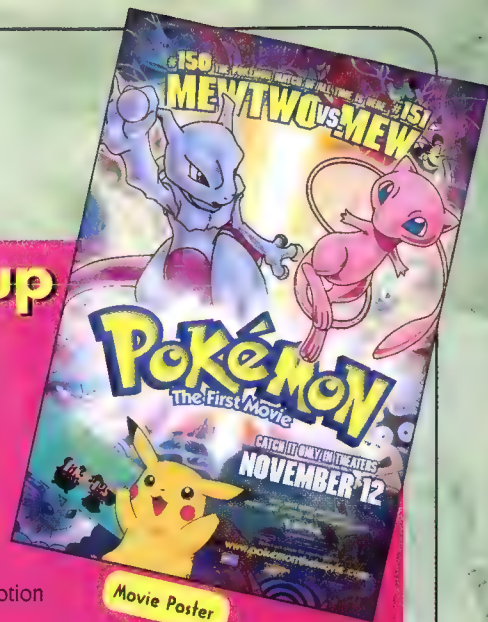
Officially, though, Burger King won't say anything about any follow-up promotion. The company can't comment on promotions until two weeks before they begin, BK's public-relations department says. Why? That old BK-McDonald's thing again. If Burger King says it'll be doing a Pokémon promotion in a month, that gives McDonald's at least a week to come up with a dynamite counterattack – and a week's a lifetime in the fast-food promotions business.

It doesn't really matter that logically a BK-Pokémon promotion makes sense, or that unofficially BK people are saying there will be a follow-up Pokémon promotion. Burger King corporation is handing out a polite "no comment," and that's that.

So will there be a Burger King promotion for the Pokémon video release? Almost unquestionably. But you didn't hear that from us. –Kit Kiefer



Rev-Top
#114 Tangela



Movie Poster



Gold-Plated
Togepi card

CHECK OUT BK's Replacement Policy

Got a Mew light-up that doesn't light up any more? Got a Talking Pikachu that's zipped its lip? Is that what's troubling you, Bunky?

Well, step out into the sunshine and get a replacement for your defective Burger King toy. Call Martha Ramirez, Burger King's supervisor of consumer relations, at (305) 378-3535. If that doesn't work for you, log onto www.burgerking.com, click on the administrator key at the bottom of the page, and send Martha an E-mail.

Burger King doesn't guarantee it will have replacements for every toy, but it doesn't hurt to ask. And if you say "please" and "thank you," who knows what might happen?

As long as you're online, check out the interactive Burger King/Pokémon Web site at www.burgerking.com. It's organized into six categories – Toys and Trading Cards, Interactive PokéDex, Trading Nights, Games, Wallpaper and Movie Trailer. The site is designed by Equity Marketing, which also designed and manufactured the 57 Pokémon toys and 151 trading cards for Burger King, so you know the site has some cool stuff.

Hey, it might even have a Mew that lights up. –Kit Kiefer

PoJo's Poll

Did you get at least one
Burger King toy?

Yes	70%
No	30%

Results of 4,498 votes cast
at www.pojoweb.com



Light-Up
#151 Mew



Pikachu Sighting

"Pikachu, Thundershock! Now!" But that doesn't happen as Diamond Dallas Page of World Championship Wrestling puts the bang on Pikachu. The pro wrestler encountered Pikachu while visiting H&S Media – and picking up a copy of *Pojo's Unofficial Pokémon News & Price Guide Monthly*.



PoJo's Poll

If you were Brock, who would you date?

Erika	11%
Sabrina	9%
Nurse Joy	16%
Officer Jenny	11%
Misty's Sisters	28%
Misty	13%
Jessie	12%

Results of 5,701 votes from
www.pojomedia.com

Poké Clips...

What they're saying about Pokémon

"While Power Rangers had the story line without the collecting and Beanie Babies™ had the collecting without the story line, Pokémon has both. All of this augurs well for the future."

—The New York Times,
November 13, 1999

Mew's Finally Here!



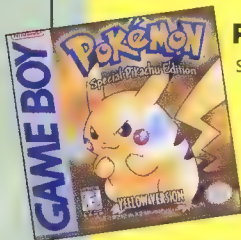
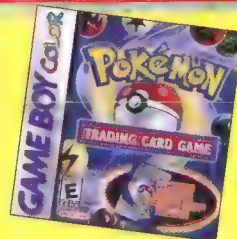
Were you among the thousands of Pokémon trainers and collectors who caught the much-anticipated Mew promo card on January 8?

The card is the first English-language one to depict Mew and was handed out free (while supplies lasted) at stores that feature the Pokémon Trading Card Game League (including Zany Brainy, Wizards of the Coast, the Gamekeeper and Toys "R" Us).

Featuring 50 Hit Points, the level 23 card has "PROMO" written over a black star below the bottom-right corner of Mew's image.

Judging from early reports, Wizards of the Coast produced a huge number of these nonfoil cards – not to mention stores issued the card on a one-per-customer basis.

Nintendo's Got Game: As you can see from the game's box art, the forthcoming Pokémon Trading Card for Game Boy will include a limited-edition Pokémon TCG card from Wizards of the Coast! For anyone unfamiliar with the game, it's best described as a "virtual" version of the ultra-popular card game. You can even link two Game Boys to challenge a friend! A word of warning: Nintendo routinely offers such premiums for a limited time only, so you might want to preorder the game today to ensure getting the card.



Pokémon Yellow Extinct!? The most-wanted toy for the past Christmas season was Nintendo's Pokémon Yellow bundle, according to product-tracking site gazebo.com. Using reports from thousands of retail stores nationwide, gazebo.com determined that fewer than 5 percent of stores surveyed had any in stock over the survey period, and the last reported sighting occurred at 9 a.m., December 4 at a Toys "R" Us in Niles, Ohio. Were you there? Did you see it? Or perhaps you were the person who relieved the Niles Toys "R" Us of its last Pokémon Yellow bundle. If so, come forward. We want to know who you are. This could be bigger than the sighting of the last passenger pigeon.

X Marks the Spot: In April 2000, Nintendo plans to release Pokémon X, an Internet-based game that will allow Poké-fanatics to trade Pokémon online and receive exclusive items from the Nintendo Network for your Pokémon. Players will need an adapter (to be released around the same time), which is used to attach a Game Boy unit to a cellular phone, allowing access to the Internet.

A Case of Pinkeye: Hasbro has redesigned its Butterfree plush toy with pink eyes, replacing a version with white-and-pink eyes. Hasbro hasn't given a reason for the switch. There's been no bump in secondary-market demand for either version, and Hasbro isn't saying whether Butterfree's case of pinkeye is contagious.



Flash! Jigglypuff Cleans Up Muk! When you think about it, taking Charmander into the bathtub is a really bad idea. Either you put out his fire, rendering him just about powerless, or that darn flaming tail makes your bath so hot you can't stand it. Cosrich Group understands. That's why its new line of Pokémon Character Baths, Shower Sudz, shampoo, lip balms, bath poufs, body art and gift sets is 100 percent Charmander-free. The line is packaged in quasi-collectible character bottles featuring Pikachu, Blastoise, Jigglypuff, and everyone's idea of a fashion plate, Venusaur. Prices range from \$1.99 to \$3.99 at retail and drugstores nationwide.



Gold Is Gone; So Long, Silver: Pokémon Gold and Silver Color Game Boy is sold out in Japan; stores are no longer taking orders, but not to worry: The color Pocket Pikachu is out. Retail price is about \$30. They allow you to connect two Color Pikachus to pass points, and they can also be connected to the Gold and Silver games. D-Mart and Daiei stores in Japan were selling a clear-orange Game Boy as well as a special clear-orange Nintendo 64 with two controls.

Name Game



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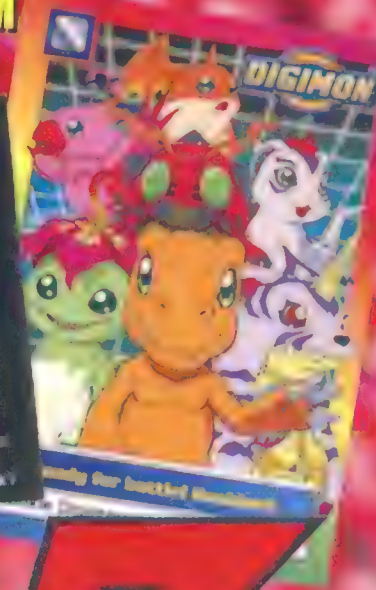
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By Dave Chipman and Chris Smith

PoJo's TOP 10

Trading Game Cards

After a long time on the sidelines, we're back in the game with our TOP 10 Trading Game Cards.



MOVIE PROMO MEWTWO

This is the most broken card that you can play in a journey right now. This Mewtwo is very strong, and is even faster if you build your deck around him. Energy Removal only stunts him a turn, since he has an attack to get his energy back. Mewtwo is making journey-winning decks play a resistance to Psychic, play Psychic, or have Dilla to fight Mewtwo off. This Pokémon just alters the game so much that it had to take the top spot.



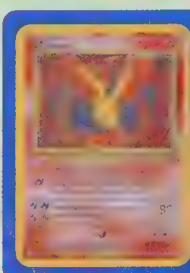
VENUSAUR

The ability to move Grass Energy around adds more power than many people think. The major factor is surprise, because you can play a Pokémon and power him up in one turn. You also have little energy problems since you get to recover many of the energy you put into play. The 60 damage is also a plus to have Venusaur stay in fight on his own.



DITTO

This card turns the name of Pokémon when checked to reveal. Ditto adds so much strategy that many decks was just throw him in and turn him a much better deck. Even though he becomes a liability with 50+ damage on him. This is a very small downside compared to the overall strength Ditto has.



MOLTRES

Moltres' firepower is in his first attack, Wildfire. The ability to take out the top card of your opponent's deck can be more devastating than many people think. It could just be an energy, or it could be a vital Pokémon or Trainer that they need. Moltres also adds the needed speed that stall decks need to beat the time limit in DCL-sanctioned journeys.



ELECTABUZZ

Electabuzz is one of the fastest Pokémon in the game. He only needs one colored Energy to do either attack. This makes him great to just throw in without having to make Electric a major color of your deck. His 70 HP is a plus, letting him take hits while he is dishing them out.



BLASTOISE

The Rain Dance Pokémon, Blastoise, is powerful enough to just have a whole deck archetype based on him. His same major card-drawing power with Blastwave, and you have one of the fastest decks out there. The only unfortunate thing is that him of some of the most commonly played cards. For Flame and Electabuzz, destroy him.



SCYTHER

Scyther has become a staple in most journey-winning decks. The fast retreat, colorless attack, and 50 HP let him be played in any deck. The resistance to Fighting is also a plus, with "Haymaker" being one of the most played decks in the journey game right now.



MAGMAR

At first glance, Smokescreen doesn't look like a powerful attack, but it really is. Your opponent either has to risk the chance that the attack will fail, or he has to retreat that Pokémon to remove that effect. Smog also works great and adds some needed firepower to Fire that has been lacking in the first two sets.



HITMONCHAN

Hitmonchan is the original powerhouse in Pokémon. The speed and the high amount of damage for a low amount of energy is the main reason a major deck archetype was based on him. He is the central point of the "Haymaker." The 70 HP also helps him out with absorbing hits, but almost every winning deck has a resistance to Fighting, which hurts Hitmonchan pretty bad.



CHANSEY

The original "yellow power" that many decks utilize. He helps stall out front while the rest of your Pokémon power up on your bench. The 120 HP is a great bonus that makes him a staple in just about any stall deck. The one retreat cost also makes him very malleable to get into and out of dangerous situations.

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1

TRAINER
Super Energy Removal

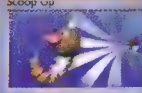


Discard 1 Energy card attached to 1 of your own Pokémon in order to discard 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.

This is the most powerful trainer. The loss of one energy doesn't show up as a major drawback because the loss of two energy on your opponent's Pokémon is so powerful. It can cut many strong Pokémon from heavy fighters to buying punching bags.

2

TRAINER
Scoop Up

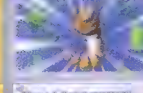


Choose 1 of your own Pokémon to play and return to Basic. Pokémon card to your hand. (Discard all cards attached to that card.)

Another powerful trainer that's almost tied with Super Energy Removal. It makes your opponent's situation harder, since each Scoop Up eventually robs him of a prize that he would have drawn. The slight drawback is that it hurts an evolved Pokémon, but that's small compared to what Pokémon Scoop Up can be used for, like Chansey.

3

TRAINER
Gust of Wind




Choose 1 of your opponent's Basic Pokémon and switch it with 1 of your Basic Pokémon.

This common made the list for two reasons. First, 90% of the time, you're going to gust in a Pokémon that you can kill that same turn. This turns the test of Gust of Wind into "draw a prize card." Second, more stall decks are beginning to use this card to stall against decks with high retreat costs.

4

TRAINER
Professor Oak




Discard your hand; then draw 7 cards.

Unless you're playing a stall deck, this card should be a staple. The major card drawing that this card allows helps any deck pull out of a jam. All you have to do is wait for your hand to become small or filled with cards that you don't plan on using.

5

TRAINER
Computer Search



Discard 2 of the other cards from your hand in order to search your deck for one card and put it into your hand. Shuffle your deck afterward.

This card offers a major advantage when played for the first time. When looking for a card to pull out of your deck, you can figure out what your prizes are by seeing what cards aren't left in your deck. You can then adjust your strategy, knowing what's left in your deck. Then grab a key card that can pull you out of the situation. A well-timed Computer Search decides many games.

WORLD CLASS

By Gordon Kane

Player: Ryan (Tulsa) Harvey

Age: 16

DCI Ranking: 35 (as of 12/09/1999)

Home: West, TX

Tournament Location: Game Club, West, TX

What do you like best about the Pokémon TCG?

I've looked up to by little kids and it's the first successful trading card game besides Magic: The Gathering.

What do you dislike about it?

Redundancy of gameplay and that many situations are decided more by luck (coin flips).

Do you find casual play or organized competition to be more fun?

Organized competition is definitely more fun. Being a competitive person, I find casual play very dull and pointless. Also, in organized competition, it's easier to enforce the game rules.

What was your most thrilling victory?

Against Patrick Clancy in a game we were play testing. I started out with a Dratini and my opponent had a 50 HP Basic Pokémon. I went first and played a Double Colorless Energy and did 10 damage to his Pokémon. My opponent's Pokémon failed on his Paralysis attempt and gave me the go again. On my second turn, I evolved Dratini to Dragonair, played a second Double Colorless Energy on it, and used Slam. I successfully flipped two heads in a row and took the victory.

What was your most crushing defeat?

It was against Scott Gerhardt. We trash talked a lot about Pokémon when it came out, arguing about who had the better deck. He told me to come up to a tourney in Plano, TX, so I did. But he didn't even show up. I won that tourney 5-0, so the pressure built up even more for me to succeed against him.

Finally, I returned and faced Scott in the final round of the tournament. I lost playing a "Rain Dance" deck and his was a

"Haymaker" deck. I was up on prizes, but was about to deck myself. Fortunately, time was called right in the nick of time for me after 30 minutes (at which I did not sleep), but the judge forced us to finish our game, ignoring the DCI enforced time limit rule. Upon hearing the decision, I went out in style by taking my remaining deck away.

What kind of deck do you dread having to play against?

"Rain Dance." Although I fear "Haymaker," there's nothing worse than having to deal with a second-turn Blastoise with full energy.



Ryan Harvey

DCI RANKINGS AS OF 12/22/99

Ranking	Name	Rating	Location
1	Michael Jente	2073	St. Louis, MO
2	David O'Connor	2019	Peoria, AZ
3	Glenn I. Katzen	2000	Manorville, NY
4	Devin Tomayo	1991	Alta Loma, CA
5	Scott S. Gerhardt	1988	Irving, TX
6	Ryan G. Truong	1985	Kitchener, Ontario
7	Chris Ramsdell	1984	Shirley, NY
8	Jesse Hughes	1965	Shirley, N
9	Name Unavailable	1964	Oklmulgee, OK
10	Jason Imperiale	1962	Mastic, N
11	Justin V. Haynes	1961	Norman, OK
12	Anthony J. Kergaravat	1948	Lenox, MA
13	Randy Haines	1944	California
14	Phillip Boudleau	1935	Glendale, AZ
15	Arlen Stawasz	1958	Lee, MA
16	Brandon J. Dallen	1928	Overland Park, KS
17	Daniel Mayo	1912	Creve Coeur, MO
18	Brandon Young	1972	Glendale, AZ
19	Eric Cooke	1916	Milton, ON, Canada
20	Nick A. Thompson	1915	Erial, IN

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Pokemon Trader (R)	\$ 4.00
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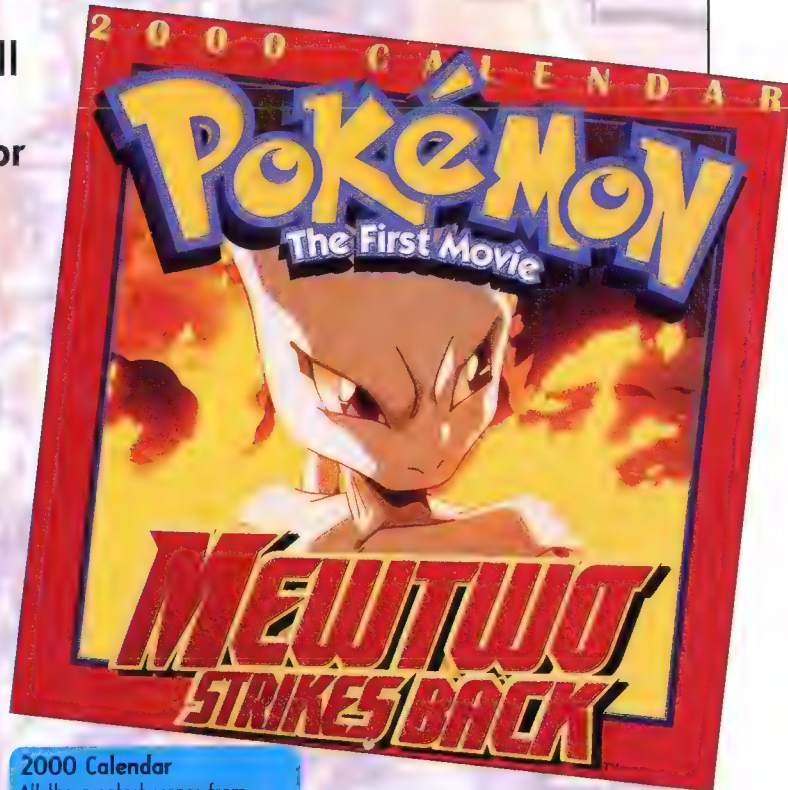
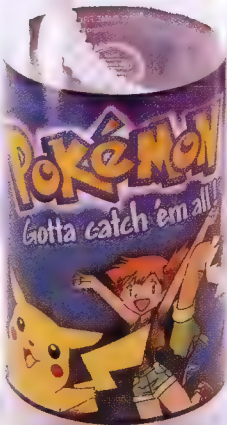
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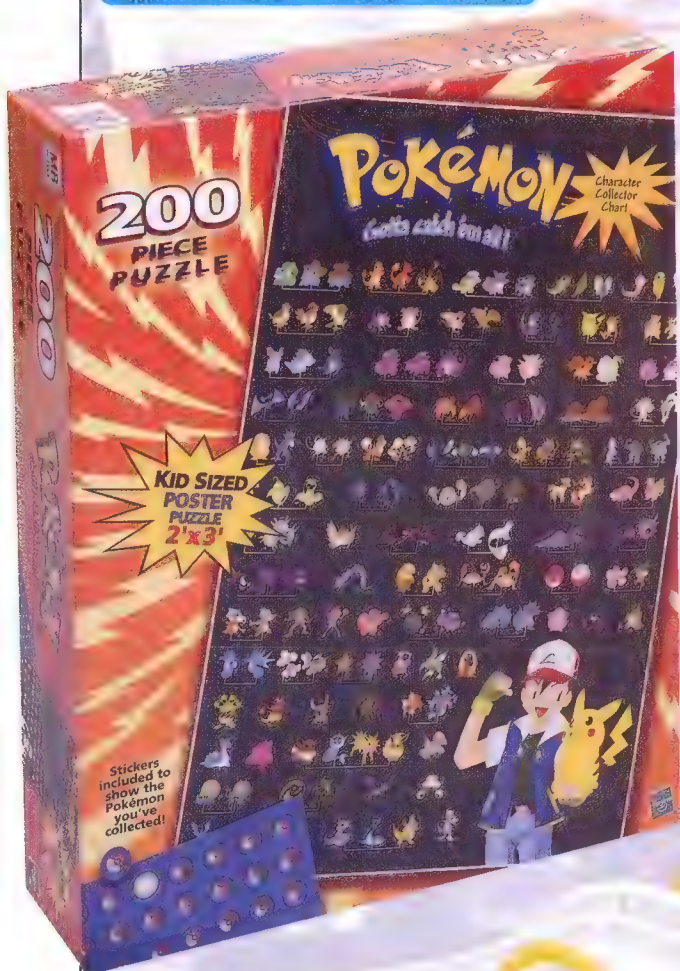
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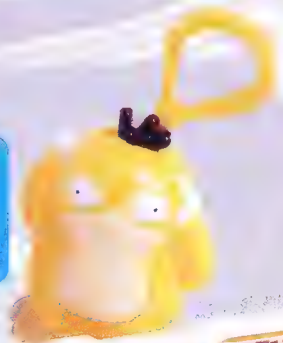
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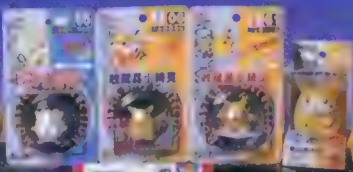
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Score



...lots of gecko-like after swallowing them, in egg form out his rear

...has his or her ...na, filled with lots of hic touches. In Fox ...na, players tight atop hip, complete with ...at can be used as ...while Link's ...rd Hyrulean castle.

...exciting are the power- ...distributing ...out the playfields; among ...ars will find Mario's ...ilet, Fox's ray gun and ...onkey Kong's infamous barrels. ...n more exciting for Pokémon ...ou can grab Poké Balls and ...n to summon random ...t monsters, which use their ...emark attacks to clobber your ...ers, we've

...Hitmonchan, ...Onix and Chansey ...as just during the first hour! **Sound:** While the music is ...lv nonexistent, many of the ...nd effects, such as Mario's ...nark "boing-boing" jumping ...ds and Pikachu's "Pi-ka!"

Keepers

By Kit Kiefer

You can't get away from grades. It's bad enough that report cards and job evaluations hunt you down; now grades are creeping into Pokémon cards.

Sound a little cold? Stock-market-esque? Anti-fun? Un-collector-ly? That's the point.

Whenever collectibles get hot, a buyer appears who doesn't care about play value or star value or emotion or holofoil. He wants the stuff that will go up in value the most.

The appearance of these buyers is inevitable. They've hit coins, cards, comics, autographs, guitars,

Which brings us to you. Should you have your cards graded? If you play with your cards at all, don't grade them. Grading turns a card into a commodity. Cards with game value turn into frozen pork bellies right before your eyes.

On the other hand, grading makes sense if you have surplus



Making the Grade

Relax. It's not that bad — you don't have to grade your cards. But card grading is already beginning to alter Pokémon-card collecting, and it's only going to get worse in 2000.

Card grading involves sending your cards to a grading service, which scrutinizes the cards, assigns them numerical grades, encases cards and grades in tamper-evident plastic "slabs," and sends them back.

For this privilege, the service relieves you of \$5-60 a card, the price depending on speed, service, volume and value.

It's obvious from the prices that it's silly to spend \$5 to send a \$5 card to a grading service. Graded cards sell for more money than otherwise identical non-graded cards, but not twice as much. Yet the idea that graded cards bring any extra money at all is what makes grading so attractive to buyers and sellers.

Card grading eliminates the guesswork from buying a card. It does an end run around expertise. The buyer doesn't need to know mint from near mint, condition rarity or how to detect counterfeits. He just needs to know the grade and card number, so he can look it up in a price guide.

Do you really want to turn your Charizard into a frozen pork belly?

watches, stamps, you name it. I think they used to bug King Tut by asking him, "Which death mask do you think will go up more: the silver-and-turquoise or the plain gold?"

You can't keep these buyers away from Pokémon cards. They've seen the prices. They're in. But because their knowledge of Pokémon cards is that of a prairie dog, they have to be able to buy and sell Pokémon cards without knowing anything about them.

Voila! The graded card to the rescue. No need to know what Fire Spin does or what "HP" means. The only numbers that matter are the grade and the dollars it demands.

I realize this is somewhat harsh. Some people have their cards graded because they like having a 2^{1/2}-by-3^{1/2}-inch piece of cardboard encased in a hunk of plastic the size of an Isaac Asimov anthology. Of course, there's no accounting for taste.

high-value cards, are willing to spend \$25 to gain 10 percent over book value for your cards and intend to sell those cards yourself (either person-to-person or in an auction).

Should you buy graded cards? Probably not. When you buy a graded card you're not only buying a commodity, but you're on the wrong side of the value equation. You're paying the grader and the seller for knowing about that card, even though you probably know more about it than the two of them put together. As the prairie dogs say, there's no upside.

One last word about grading: It's here to stay. Grading services came into coins and sports cards when they were hot and became even more important after the markets cooled off. So you'd better get used to Pokémon cards as paperweights and pork bellies — it's the wave of at least part of the future. ★

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Cyber Billboard

By Jackie La Berg

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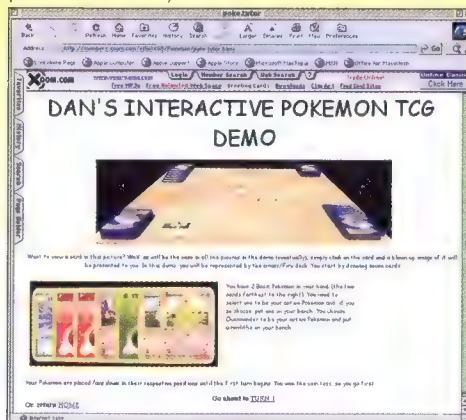
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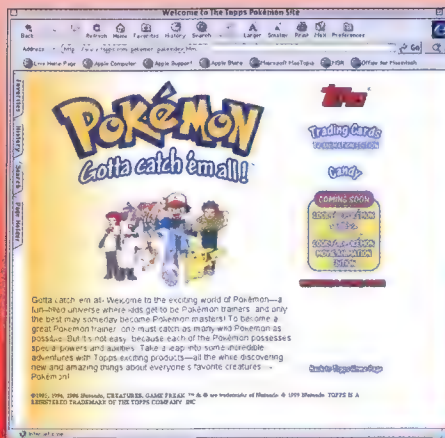
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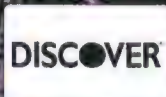
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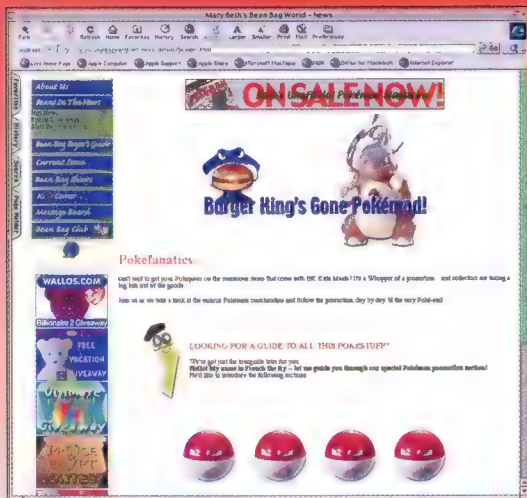
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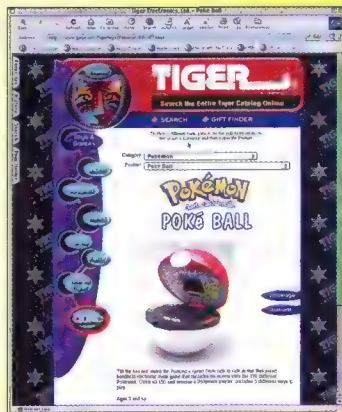
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Cinnabar Island
cinnabarisland.quakecity.net/main.htm

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216.167.26.164/main.shtml

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The Pokémon Desert
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Part 1

Will Pikachu forgive Ash? Can the devious Team Rocket be stopped in time? Will Misty ever get her bike back? Find out by tuning into our reviews of every Pokémon cartoon, starting with episodes 1 through 9!

*"Sherman, set the Way-Back Machine to 1975."
"1975?!"*

Yes, Pokémon's roots date back to the wacky '70s and a bug collector named Satoshi Tajiri. Satoshi accumulated lots of insects and creatures back then, and just loved beetles. In fact, his friends called

him "Dr. Bug."

But just like his six-legged friends, Dr.

Bug evolved. In the early 1980s, Satoshi

developed a new passion: video games.

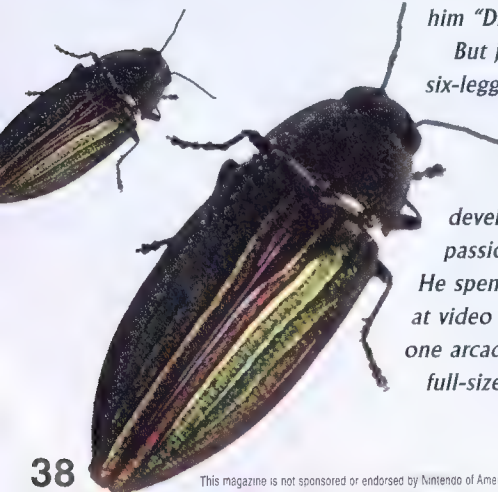
He spent so much time at video arcades that one arcade gave him a full-sized Space Invaders

machine to take home! (Remember, the original Nintendo Entertainment System didn't come out until 1985, so if you wanted to play a good video game, you had to hit the arcades.)

In 1982, Satoshi and a few friends started a magazine called GameFreak. We've seen that name plastered on Pokémon stuff, and lots of us no doubt wondered what it was. Now you know – it was a video-game magazine. GameFreak publicized tips, strategies and cheats.

When Nintendo Game Boys hit the market in 1990, Satoshi and his friends took one apart to figure out how to design their own game. Satoshi's basic idea was to allow people to collect bugs on their Game Boys and use the trading cable to trade bugs with friends.

Satoshi sold this idea to Nintendo, but it took his company six years to complete the game. The Red and Green versions hit Japanese streets in 1996, and



sales grew steadily. The game sold more than 4 million copies in its first full year. (Note: Ash is called "Satoshi" in Japan, after his creator, and his main rival, Gary, is named "Shigeru," after the guy in Japan who created Super Mario Brothers.)

In 1997, Satoshi and GameFreak were asked to license an animated Pokémon cartoon series. Satoshi agreed, but forced the storywriters and animators to play all the way through the Game Boy game so they would appreciate what Pokémon was all about. The cartoon creators then made the series a soap opera based on things that happen when you play the Pokémon Game Boy game.

In September 1998, the Pokémon cartoon series (produced by 4Kids Productions) premiered in the U.S. on the Kids' WB! network. The cartoon actually came out before the Red and Blue game cartridges. And we all know what happened in the subsequent year and a half.

Since the Pokémon cartoon is plotted like a soap opera, we decided to get you caught up on the early episodes so you can better follow the current ones. On www.poj.com, we maintain reviews of all Pokémon episodes, and we usually let fans write the reviews. We decided to let you watch the first nine shows through our fans' eyes, since it's simply more fun that way.

EPISODE 1:

Pokémon, I Choose You

Reviewed by ExRayAOK

The first episode of Pokémon starts off in Pallet Town with Ash yearning to become a Pokémon Trainer. Ash is 10, and awaiting the day he gets a Pokémon from Professor Oak. Overnight, Ash fidgets in his sleep so much about choosing Charmander, Bulbasaur or Squirtle that he breaks his alarm clock and oversleeps.

The next morning, he gets a very late start and misses what the other Pokémon trainers picked, though he gets to see his rival throughout adolescence, the obnoxious Gary, grandson of Professor Oak. Ash finally meets with Professor Oak, realizing that Bulbasaur, Charmander and Squirtle were already picked.

Ash gets the last Pokémon, Pikachu. Unfortunately, Pikachu holds a grudge against Ash and expresses his feelings with Thundershocks. Nonetheless, our two heroes set off on their "merry" way to Viridian City. They encounter a Pidgey, which Pikachu refuses to fight. Ash tries to catch it in a Pokéball, but the bird escapes. Ash sees a bird-Pokémon's shadow and decides to be unsportsmanlike and catch the Pokémon by throwing a stone at it. It wasn't a Pidgey, but a Spearow. After the Spearow tries to attack Pikachu, Pikachu zaps the bird. The Spearow returns to its flock to call hundreds of Spearows. The flock chases Ash and Pikachu to a raging river. Ash holds Pikachu tight, dives into the river and is carried away by the current.



Down the river, Misty is fishing and "catches" Ash. He "borrows" Misty's bike to escape the pursuing Spearows and heads for Viridian City's Pokémon Center, with the enraged Spearows still in hot pursuit. The clear, sunny day turns stormy, and Ash and Pikachu, still being furiously pecked by the Spearows, topple off the bike into the mud. Ash staggers back up, still disbelieving that his first day as a Pokémon trainer is turning into a nightmare.

Ash tells Pikachu to get in a Pokéball for safety, then turns to the Spearows and announces that he will catch all of them because he will become a Pokémon master. He is ready to accept the pecking of a lifetime until Pikachu rushes in and Thunderbolts all the Spearows. As the storm lifts, Ash lifts Pikachu, Pikachu licks Ash – a sign of affection and trust – and Ash quickly makes his way to Viridian City to heal his new friend.

EPISODE 2:

Pokémon Emergency

Reviewed by Anonymous

This episode begins with Ash racing into Viridian City with Pikachu in his arms.

He's pulled over by Officer Jenny, who believes he's a Pokémon thief. Ash convinces her otherwise and gets her help in taking Pikachu to the Pokémon Center.

While Ash is waiting for Pikachu to heal, Team Rocket busts in and tries to steal all the Pokémon in the building. When Ash tries to stop them, they send Ekans and Koffing to defeat him. After a lot of running around, Pikachu



Thundershocks Team Rocket and blows up the Pokémon Center. Confident in Pikachu's abilities, Ash walks into the Viridian Forest.

EPISODE 3:

Ash Catches a Pokémon

Reviewed by Amy Gill

At the end of the last episode, Ash tries to catch a Caterpie. He catches it, and even though it is in a Pokéball, Misty is still afraid of it. When Ash lets it out for her, she runs away. While Misty acts like a scaredy-cat, Ash finds a Pidgeotto to battle. Misty comes out then, since Caterpie is in its Pokéball. Ash captures the Pidgeotto, but then Team Rocket blasts in on all their fun. James' Koffing squirts Sludge in Pikachu's eyes, making him unable to battle. Pidgeotto tries to fight but faints. Caterpie saves the day with its String Shot attack. Misty decides to make friends with Caterpie, but when she goes to pet him, Caterpie evolves into Metapod!

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EPISODE 4: *Challenge of the Samurai*

Reviewed by Anonymous

As Ash continues through the Viridian Forest, he finds a Weedle and sends out Pidgeotto to battle it. After weakening it, Ash is about to try to capture it when a strange boy interrupts him and challenges him to a Pokémon battle. Ash doesn't notice the Weedle getting away until it's too late.

Ash accepts the challenge and sends out Pidgeotto. Unfortunately, Pidgeotto is too tired from the battle with Weedle to be of much help. Next, Ash sends out Metapod, and the Samurai sends out a Pinsir. Pinsir is unable to crush the Metapod because of its hard shell, so the Samurai calls back Pinsir and sends out his own Metapod.

The result of this battle is predictable. Since all the Metapod know is Harden, they sit in the sun for hours while Misty and Pikachu sunbathe. Eventually, a horde of Beedrill attacks the group and steals Ash's Metapod. The group gets away, but Ash feels like a loser Pokémon trainer for allowing the Beedrill to steal his Metapod. The group takes shelter in the Samurai's home, and in the morning, Ash tries to steal back Metapod.

Unfortunately, Metapod is surrounded by Beedrill and Kakuna, which wake up when Team Rocket insists on shouting its theme as loud as ever. Ash manages to make it past the Beedrill and retrieve Metapod. Team Rocket is not so lucky. As Ash is about to get stung by a Beedrill,



Metapod gets in the way and stops it. This prompts Metapod to evolve into Butterfree. Butterfree immediately uses Sleep Powder on the Beedrill.

The group bids farewell to the Samurai, and goes on to Pewter City.

EPISODE 5: *Showdown in Pewter City*

Reviewed by R. Gutier

Ash finally exits the Viridian Forest. As he rests, looking at Pewter City, he encounters a cryptic old man talking about stone. Ash leaves him and heads for the Pokémon Center. His Pokémon healed, Ash decides to try for the Pokémon regional tournament, but discovers he needs to collect eight badges from the Gym Leaders around the world. Misty offers to help, but Ash refuses. She doesn't talk to him for the rest of the episode.

Ash heads to the Pewter City Gym and challenges Brock to a duel. However, Brock's Onix easily defeats Pikachu. Ash leaves, but runs into the old man again. He takes Ash to see Brock's family – 10 little brothers and sisters. The old man then takes him to a windmill to supercharge Pikachu. With Pikachu powered up, he heads back to defeat Brock.

Brock sends out a Geodude, which easily beats Ash's Pidgeotto. However, Ash's Pikachu torches the Geodude. Brock then sends out Onix. As they battle, Pikachu accidentally starts a fire, which activates the sprinkler system. Onix becomes weak, but Ash leaves, saying that would be



EPISODE 5: Continued

an unfair victory. Ash leaves Pewter City, but Brock chases him down and gives him the Boulder Badge. The old man reappears and reveals himself as Brock's long-lost father. He tells Brock to go with Ash and says he will take care of the family. Ash and Brock leave, followed by Misty.

EPISODE 6: *Clefairy and the Moon Stone*

Reviewed by Pokémon

After winning the Boulder Badge from the Pewter City gym, Ash and Misty are now joined by Brock. They are traveling toward Mt. Moon. Legend has it that a meteor crashed into the mountain many years ago, leaving a mysterious rock called the Moon Stone.

All of a sudden the gang hears screaming and sees Zubats attacking a man. Of course, Ash pulls out the Pokédex to get information, but Misty insists that they help.

Pikachu Thundershocks the Zubats back to their cave. The man gets up and gives Ash and Pikachu a big hug. Pikachu doesn't like it and shocks everyone. The man is Seymour the scientist. He spouts poetry about how good it is to be alive after the attack. He says he is at Mt. Moon to investigate the Moon Stone. He believes Pokémon came from outer space and their spaceship was the meteor.

They all go in the cave, which has lights strung all over, confusing the Pokémon that live there. Seymour says troublemakers have put up the lights and are after the Moon Stone, which supposedly can increase a Pokémon's power. At that point, a Clefairy jumps out with something in its hand. Ash wants to capture it, but Seymour says he can't. All of a sudden, we see Meowth's shadow, which frightens the Clefairy.

Then Team Rocket appears, using a pickaxe and shovel in their theme routine. Seymour says, "They sure are showoffs," and the gang argues with Team Rocket. Out come Koffing and Ekans – and Butterfree. Brock throws a Pokéball. Butterfree teams with a Zubat that he captured earlier to

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EPISODE 6: Continued

defeat Team Rocket. However, Meowth escapes. Meanwhile, the Clefairy skips out of the cave, with Misty and Seymour right behind. They try to help it, but it ends up knocking all of them in the water, Meowth included. Misty counters with Staryu, who fills Meowth up with water. He literally blasts off.

The gang is resting at sunset. Pikachu and Clefairy start talking and become friends. They have something they want to show everyone. They enter a cave that has the sparkling Moon Stone. The Clefairy lays a fragment at the base and all



the Clefairy come out and start singing and dancing around the stone. Pikachu and Clefairy talk and the gang tries to interpret what they say. It's a funny scene – especially when Ash thinks they are saying the Clefairy collect rocks and do the Macarena!

Of course, Team Rocket spoils the fun. A terrified Seymour tries to save the Moon Stone, but he trips on Meowth's foot and loses his glasses. Out come Ekans and Koffing. Ash and Brock use Pikachu and Onix, but Koffing's smokescreen blocks everyone's view. When the smoke clears, the stone is gone. Team Rocket has the stone tied to a sled, but Onix manages to make them crash the sled. Seymour and Clefairy pop out of a hole. The Clefairy begin waving their fingers and singing "clefairy" – the metronome attack.

There's a big explosion with Clefairy, Moon Stone and Team Rocket blasting into the air. As the Moon Stone pieces float down, they land on some Clefairy who evolve into Clefable. The Clefairy and Clefable sing and jump around

happily. Seymour decides he wants to live with the Clefairy and travel with them to outerspace.

Our friends leave on their way to Cerulean City. They see a sign that says, "Gary was here. Ash is a loser." Ash goes ballistic and runs on to Cerulean City.

EPISODE 7: *The Water Flowers of Cerulean City*

Reviewed by M. Dale

Ash is talking to Brock when Misty approaches, huffing and puffing.

"Where do you think you're going?" asks Misty.

"Cerulean City to earn the Cascade Badge,"

Ash responds.

Misty tries her best to change his mind, but can't.

When Ash and Brock get to Cerulean City, Brock tells Ash where the gym is. Then Brock leaves, not saying where he's going. Ash gets to a gym that has three girls doing synchronized swimming. Pikachu replies, "PIKA-Chuu!" Ash goes to the basement and sees an aquarium.

"Pikachu, this couldn't be a Pokémon Gym," Ash says.

The three lovely girls come around the corner, chatting about diving and their hair. The girls are essentially valley girls – and they're the Gym Leaders! When Ash challenges them, it comes out that Gary has been there and has trounced all their Pokémon.

All they have is a Goldeen, a fish-type Pokémon, and the only move that it can do is "horn attack." The girls call on their pet Pokémon, a Seel, and get a Cascade Badge out of his mouth. They say, "Just take this." When Ash tries, Misty appears. It then comes out that the three girls are sisters – and Misty is the fourth sister! Misty gets the third degree about telling her sisters before she left that she would become a great Pokémon Master. She challenges Ash and pulls a Staryu.

Ash tries to use Pikachu, but Pikachu loves Misty and won't go. Ash pulls a Butterfree. Misty ends up beating Butterfree by pulling it in the water. Ash calls it back and throws a Pidgeotto, and Misty calls on her Starmie.

Ash is winning when Team Rocket breaks in and sucks up all the water. Ash loses Pikachu in the flood and Seel

EPISODE 7: Continued

gets taken. Pikachu does a Thunderbolt attack and shocks the heck out of Team Rocket. Team Rocket blasts off again. The three sisters give Ash the badge, saying that he earned it. When Misty asks why she didn't get one, the sisters say if Ash had used Pikachu from the start she would have lost.

With a goodbye, Ash – now with two badges pinned to his vest – heads out with Misty and Brock.

EPISODE 8: *The Path to the Pokémon League* Reviewed by M. Dale

Ash gets overconfident in his Pokémon-training abilities after defeating a Rattata trainer with Pidgeotto. He learns of A.J., a trainer who's won 98 consecutive matches. Ash challenges A.J., who takes out Sandshrew. Ash takes out Pidgeotto.



The Sandshrew knocks down Pidgeotto and then Butterfree, and A.J. gets his 99th consecutive win. Ash then accuses A.J. of being too harsh to his Pokémon, and pushes him twice into a pool. Team Rocket appears

EPISODE 8: Continued

and tries to capture Pikachu, but they end up capturing A.J.'s Sandshrew instead.

Team Rocket says A.J.'s Pokémon are too weak to be worth anything. A.J. gets mad, challenges Team Rocket and notches his 100th win. A.J. and Ash make up, and A.J. goes off to earn some badges while Ash continues his journey.

EPISODE 9: *The School of Hard Knocks* Reviewed by Super Jipi

Ash, Brock and Misty are lost as they look for Vermilion City. Brock wants to make a super dinner and needs to warm up water. He asks the two others to get firewood.

Misty doesn't want to, of course, so Ash and Pikachu go.

Though he doesn't find any firewood, Ash sees a gang "helping" a kid named Joe by teaching him some very mean lessons. Joe and his teachers are enrolled in the Pokémon Tech School. Misty and Brock show up, and after a little conversation, the mist disappears and they finally see the school.

Ash wants to see the person in charge of the "help," and is introduced to a beautiful girl named Gisele. Brock gets the hots for her. Joe thinks he is stronger than Misty and battles her. He chooses Weepinbell and Misty chooses Starnie. Joe loses.

Gisele then battles Misty with Graveler. Misty loses badly. After that, Gisele battles Ash with Cubone. Gisele wants to see Pikachu's skills, so Ash chooses him. Pikachu is about to lose but performs a super comeback with an attack Gisele didn't know he could do. Pikachu wins.

At the end, Joe tells Gisele he will quit the school to become a trainer like Ash. ★

Next month: Episodes 10–18

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Dateline Japan

By Edward T. Hrzic III

Neo's Next!

Promo set gives sneak preview of Japan's seventh Pokémon card series

December 10, 1999 saw the Japanese release of the "Pokémon Neo Premium Card File." This promotional product is a "sneak peek" of the seventh expansion series, slated for release later this year in Japan. The series will be called Neo, or "new," and is expected to contain many of the 100 new monsters seen in the Pokémon Gold and Silver Game Boy games.

The attractive file folder, which is

adorned with original, full-color artwork and the official Pokémon Neo logo, contains the three starting monsters — Chikorita, Hinoarashi and Waninoko — from Gold and Silver plus each of their Stage-1 and Stage-2 Evolutions. Adding to the value of the package, three of the cards (the Stage 2's) are holofoils!

Hot on the heels of the nine-card file came two more promo cards, included in a recent issue of

Pokémon Card Trainers Magazine, a Japanese publication devoted to the Pokémon TCG. The cards have a striking black-metallic look and introduce a brand-new type of Pokémon.

Pojo's managed to obtain all 11 of these white-hot cards from Japanese operatives to provide the following translations and strategy tips. If you see any of the cards Stateside, snap them up because they're going fast!

Neo Nine-Card Set

Chikorita

U.S. value: \$3



Type: Basic Grass Pokémon
"Leaf Pokémon"

LV: 19

HP: 50

Card Number: 152 (promotional)

C: Growl

Effect: If the Defending Pokémon attacks this Pokémon during your opponent's next turn, any damage done by that attack is reduced by 10 (after applying Weakness and Resistance). Benching either Pokémon ends this effect.

GC: Razor Leaf: 20

-C Retreat

R Weakness

Strategy Tip: Chikorita is a relatively bland Pokémon. Requiring two Energy to inflict damage is a drawback. The saving grace is that it has 10 more HP than the other two Basic Pokémon included in the set.

Beirifu

U.S. value: \$3



Type: Stage 1 Grass Pokémon (evolves from Chikorita) "Leaf Pokémon"

LV: 33

HP: 70

Card Number: 153 (promotional)

GC: Poisonpowder: 20

Effect: Flip a coin. If heads, the Defending Pokémon is now Poisoned.

GGC: Mystery Powder: 30

Effect: This Pokémon can't be Asleep, Confused, Paralyzed or Poisoned during your opponent's next turn.

-CC Retreat

R Weakness

Strategy Tip: Beirifu's first attack is a "standard" Poison for Grass Pokémon. But its second attack is the most interesting; it effectively cancels any type of status ailment attacks.

Meganium

U.S. value: \$12



Type: (Holofoil), Stage 2 Grass Pokémon (evolves from Beirifu) "Herb Pokémon"

LV: 54

HP: 100

Card Number: 154 (promotional)

[Pokémon Power] Scent of Herbs

Effect: Power is used once this Pokémon is in play. Flip a coin. If heads, remove all damage counters from each G Pokémon in play (including opponent's Pokémon).

GGCC: Body Slam: 40

Effect: Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

-CCC Retreat

R Weakness

Strategy Tip: Take a look at that Pokémon Power! If you're lucky enough, it's like a Pokémon Center with no discard! The drawback is that it also removes damage counters from your opponent's Pokémon. Best used in a Grass-based deck.

Hinoarashi

U.S. value: \$3



Type: Basic Fire Pokémon "Fire Mouse Pokémon"

LV: 14

HP: 40

Card Number: 155 (promotional)

C: Leer

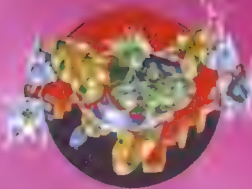
Effect: Flip a coin. If heads, the Defending Pokémon can't attack this Pokémon during your opponent's next turn. (Benching either Pokémon ends this effect.)

FC: Swift: 20

Effect: Don't apply Weakness, Resistance and Pokémon Powers against attack. (Any other effects that would happen after applying Weakness and Resistance and Pokémon Powers still happen.)

-C Retreat, W Weakness

Strategy Tip: Now we add another mouse to the list — basically another Eevee. Its first attack has the same effect as Tail Wag. Swift isn't as useful as it looks. No Pokémon are resistant to Fire. Since its damage already is 20, it can get under Pokémon Powers (like Invisible Wall).



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Dateline Japan

Magumarashi

U.S. value: \$3



Type: Stage 1 Fire Pokémon (evolves from Hinoarashi) "Volcanic Pokémon"

LV: 28

HP: 60

Card Number: 156 (promotional)

RC: Ember: 30

Effect: You must discard 1 R Energy card attached to this Pokémon in order to use this attack.

RR: Flare Wind: 20

Effect: If your opponent has any Benched Pokémon, choose one of them and flip two coins. This attack does 10 damage times the number of heads to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)-C Retreat Weakness

Strategy Tip: Magumarashi would be a better Stage 1 Pokémon, but its HP level is substandard. But for what it has, it's good. It's not very Energy-intensive, unless you constantly use Ember. And Flare Wind can chip away at your opponent's Benched Pokémon for only two Energy.

Bakufuun

U.S. value: \$12



Type: (Holofoil), Stage 2 Fire Pokémon (evolves from Magumarashi) "Volcanic Pokémon"

LV: 57

HP: 100

[Pokémon Power] Fire Boost

Card Number: 157 (promotional)

Effect: This Power is used once when this Pokémon is put into play. Flip a coin. If heads, search your deck for up to four R Energy cards, and attach them to this Pokémon. Shuffle your deck afterward.

RRRR: Flame Cannon: 80

Effect: You must discard three R Energy cards attached to this Pokémon in order to use this attack. This attack does 20 damage to each Pokémon on each player's bench. (Don't apply Weakness and Resistance for Benched Pokémon.)

-CC Retreat

W Weakness

Strategy Tip: Bakufuun takes a dive from Magumarashi. Its Pokémon Power is great, but considering the effect of its only attack, it nearly requires the use of its Pokémon Power for the Pokémon to get up and running. You're better off with Blaine's Arcanine, which is easier to work with.

Ratings

- 5 A Master card
- 4 Very Useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Waninoko

U.S. value: \$3



Type: Basic Water Pokémon "Large-Jaw Pokémon"

LV: 13

HP: 40

Card Number: 158 (promotional)

C: Bite: 10

WC: Rage: 10+

Effect: This attack does 10 more damage for each damage counter on this Pokémon.

-C Retreat

G Weakness

Strategy Tip: Like Chikorita, Waninoko is an "uneventful" Pokémon.

Arigeitsu

U.S. value: \$3



Type: Stage 1 Water Pokémon "Large-Jaw Pokémon"

LV: 41

HP: 80

Card Number: 159 (promotional)

CC: Tackle: 20

WWC: Suction: 50

Effect: Discard the top three cards of your deck.

-CC Retreat

G Weakness

Strategy Tip: Waninoko gets better. Tackle is standard. You may scoff at the second attack, but 50 damage for three Energy is very good. The drawback? Is it really a drawback when you look at its next level of Evolution?

Oodairu

U.S. value: \$12



Type: (Holofoil), Stage 2 Water Pokémon "Large-Jaw Pokémon"

LV: 69

HP: 120

Card Number: 160 (promotional)

[Pokémon Power] Drench

Effect: As often as you like during your turn (before your attack), you may discard one W Energy card from your hand. This Power can't be used if this Pokémon is Asleep, Confused or Paralyzed.

WWW: Tidal Waves: 10+

Effect: This attack does 10 more damage for each W Energy card in your discard pile. Afterward, shuffle all W Energy cards from your discard pile into your deck.

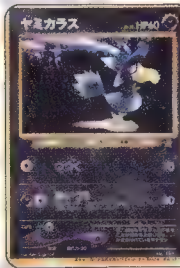
-CCC Retreat G Weakness

Strategy Tip: Great jumping grandma on a stick! We have the "next" Blastoise, my friends. This one looks like it'll be prone to abuse. Coupled with its Pokémon Power, just make sure you have ways of getting to and reusing your Professor Oak, and you'll have a steady stream of damage going your opponent's way. By far, the best of the lot.

Pokémon Card Trainers Magazine

Yamikarasu

U.S. value: \$22



Type: Basic Evil Pokémon

LV: 22

HP: 60

Card Number: 198 (promotional)

C: Peck: 10

EC: Chase: 20

Effect: If the Defending Pokémon retreats during your opponent's next turn, this attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance.)

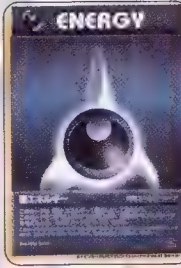
-C Retreat

P Resistance (Damage -30)

Strategy Tip: Yamikarasu is nice for opponents who like to hit and run. But if you want a Pokémon that's resistant to Psychic, pick a colorless Pokémon. Yamikarasu does have good HP for a Basic Pokémon.

Evil Energy

U.S. value: \$18



Type: Non-Basic Energy card

Card Number: none (promotional)

Effect: This card provides one E Energy. If the attached Pokémon attacks and does damage to another Active Pokémon, that attack does 10 more damage. If the attached Pokémon isn't an Evil-type Pokémon or an "Evil" Pokémon (from the Team Rocket), this card does 10 damage to the attached Pokémon at the end of your turn.

Strategy Tip: This card essentially gives you four more PlusPowers to put into your deck and makes using Evil Pokémon from Team Rocket a little more alluring. Since there's only one Evil-type Pokémon available, we'll have to wait to see its impact.

From the Publishers of PoJo's Unofficial Pokémon News & Price Guide Monthly and Mary Beth's Bean Bag World Monthly

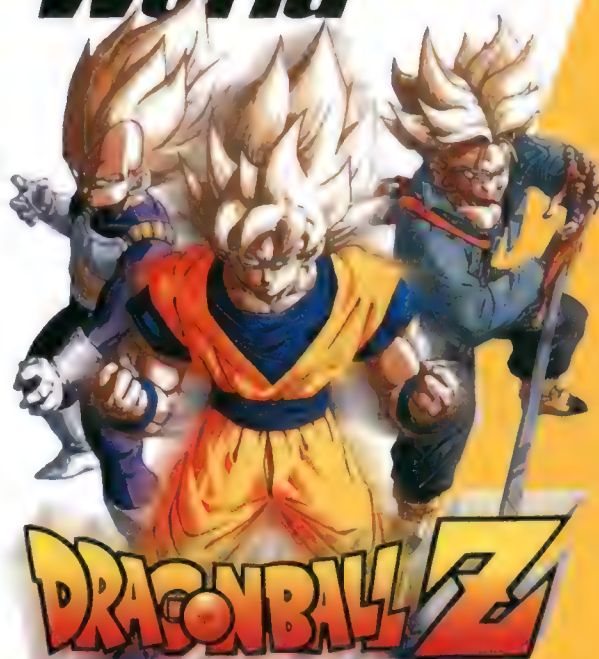
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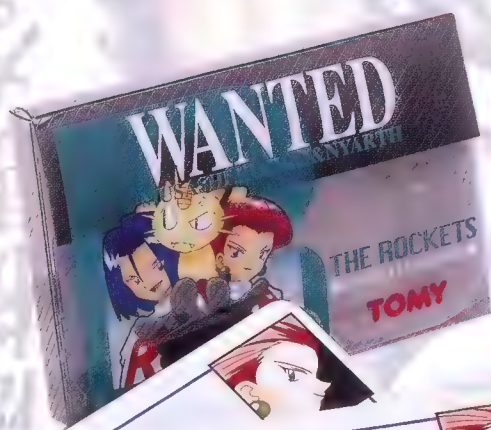
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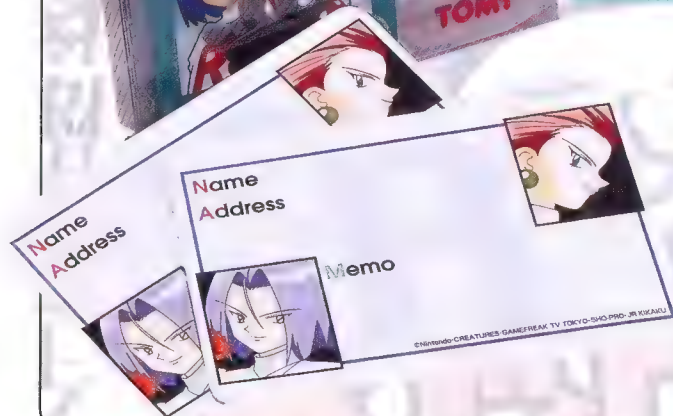
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Gym 1 Translations

Gym Expansion 1

Translations By Edward T. Hrzic III
Strategy Tips By Scott Gerhardt

Add those Japanese Gym Leader cards to your deck today with PoJo's top-secret translations and ratings

What is it?

Gym Expansion 1 was the fifth series of the Pokémon Trading Card Game released in Japan (after Team Rocket and before Gym 2). It came in packs of 11 cards (one foil, one rare, three uncommon and six common).

Six theme decks — Brock, Misty, Lt. Surge, Erika, Sabrina and Blaine — were also released and contained many cards not found in Gym 1 or 2.

This month's feature contains card translations and strategy tips for every Gym 1 card, plus the cards found exclusively in Brock's, Misty's, Lt. Surge's and Erika's theme decks.

Look for translations of the Gym 2 cards, plus Sabrina's and Blaine's theme deck cards, in the next issue of *PoJo's Unofficial Pokémon News & Price Guide Monthly*.

A couple of final notes: The following translations are provided by *PoJo's*, not Wizards of the Coast (the company that makes the cards), so expect a few differences if and when the cards are released in the U.S. (No release date has been announced as of yet.) The order of appearance also may differ in the U.S. version.

Name		Card Type	Pokémon Number
Erica's Bulbasaur		Grass	No.001 (U)
Lt. Surge's Rattata	(L.7)	Colorless	No.019 (C)
Lt. Surge's Rattata	(L.10)	Colorless	No.019 (—)
Lt. Surge's Raticate	(L.32)	Colorless	No.020 (—)
Lt. Surge's Raticate	(L.33)	Colorless	No.020 (U)
Lt. Surge's Spearow	(L.8)	Colorless	No.021 (—)
Lt. Surge's Spearow	(L.17)	Colorless	No.021 (C)
Lt. Surge's Fearow		Colorless	No.022 (RH)
Lt. Surge's Pikachu	(L.10)	Lightning	No.025 (C)
Lt. Surge's Pikachu	(L.15)	Lightning	No. 025 (—)
Lt. Surge's Raichu	(L.32)	Lightning	No. 026 (—)
Brock's Sandshrew	(L.13)	Fighting	No. 027 (—)
Brock's Sandshrew	(L.20)	Fighting	No. 027 (C)
Brock's Sandslash	(L.26)	Fighting	No. 028 (—)
Brock's Sandslash	(L.34)	Fighting	No. 028 (U)
Erica's Clefairy	(L.16)	Colorless	No. 035 (U)
Erika's Clefairy	(L.17)	Colorless	No. 035 (—)
Erika's Clefable		Colorless	No. 036 (RH)
Brock's Vulpix	(L.10)	Fire	No. 037 (C)
Brock's Vulpix	(L.16)	Fire	No. 037 (U)
Brock's Ninetails		Fire	No. 038 (RH)
Erika's Jigglypuff		Colorless	No. 039 (C)
Brock's Zubat	(L.5)	Grass	No. 041 (—)
Brock's Zubat	(L.11)	Grass	No. 041 (C)
Brock's Golbat		Grass	No. 042 (U)
Erika's Oddish	(L.10)	Grass	No. 043 (C)
Erika's Oddish	(L.12)	Grass	No. 043 (—)
Erika's Oddish	(L.15)	Grass	No. 043 (C)
Erika's Gloom	(L.24)	Grass	No. 044 (U)
Erika's Gloom	(L.28)	Grass	No. 044 (—)
Erika's Vileplume		Grass	No. 045 (RH)
Erika's Paras		Grass	No. 046 (C)
Brock's Diglett		Fighting	No. 050 (C)
Misty's Psyduck	(L.15)	Water	No. 054 (—)
Misty's Psyduck	(L.18)	Water	No. 054 (C)
Misty's Golduck		Water	No. 055 (RH)
Brock's Mankey	(L.10)	Fighting	No. 056 (—)
Brock's Mankey	(L.12)	Fighting	No. 056 (C)
Brock's Primeape		Fighting	No. 057 (U)
Misty's Poliwhg	(L.15)	Water	No. 060 (—)
Misty's Poliwhg	(L.16)	Water	No. 060 (C)
Misty's Poliwhirl		Water	No. 061 (U)
Erika's Bellsprout	(L.12)	Grass	No. 069 (—)
Erika's Bellsprout	(L.13)	Grass	No. 069 (U)
Erika's Bellsprout	(L.15)	Grass	No. 069 (C)
Erika's Weepinbell	(L.26)	Grass	No. 070 (U)
Erika's Weepinbell	(L.30)	Grass	No. 070 (—)
Erika's Victreebeel		Grass	No. 071 (R)
Misty's Tentacool	(L.12)	Water	No. 072 (—)
Misty's Tentacool	(L.16)	Water	No. 072 (U)
Misty's Tentacruel		Water	No. 073 (RH)
Brock's Geodude	(L.13)	Fighting	No. 074 (C)
Brock's Geodude	(L.15)	Fighting	No. 074 (C)
Brock's Geodude	(L.17)	Fighting	No. 074 (—)
Brock's Graveler	(L.30)	Fighting	No. 075 (—)
Brock's Graveler	(L.32)	Fighting	No. 075 (U)
Brock's Golem		Fighting	No. 076 (R)
Lt. Surge's Magnemite	(L.10)	Lightning	No. 081 (U)
Lt. Surge's Magnemite	(L.12)	Lightning	No. 082 (C)
Lt. Surge's Magneton		Lightning	No. 082 (RH)
Misty's Seel	(L.14)	Water	No. 086 (C)
Misty's Seel	(L.20)	Water	No. 086 (—)
Misty's Dewgong		Water	No. 087 (U)
Misty's Shellder		Water	No. 090 (—)

Misty's Cloyster		Water	No. 091 (-)
Brock's Onix	(L.30)	Fighting	No. 095 (-)
Brock's Onix	(L.41)	Fighting	No. 095 (C)
Lt. Surge's Voltorb	(L.12)	Lightning	No. 100 (C)
Lt. Surge's Voltorb	(L.15)	Lightning	No. 100 (-)
Lt. Surge's Electrode	(L.33)	Lightning	No. 101 (-)
Erika's Exeggute	(L.12)	Grass	No. 102 (-)
Erika's Exeggute	(L.15)	Grass	No. 102 (U)
Erika's Exeggutor		Grass	No. 103 (U)
Team Rocket's Hitmonchan		Fighting	No. 107 (RH)
Brock's Lickitung		Colorless	No. 108 (U)
Brock's Rhyhorn	(L.25)	Fighting	No. 111 (-)
Brock's Rhyhorn	(L.29)	Fighting	No. 111 (C)
Brock's Rhydon		Fighting	No. 112 (RH)
Erika's Tangela		Grass	No. 114 (C)
Misty's Horsea	(L.10)	Water	No. 114 (C)
Misty's Horsea	(L.16)	Water	No. 116 (C)
Misty's Seadra		Water	No. 117 (RH)
Misty's Goldeen	(L.8)	Water	No. 118 (-)
Misty's Goldeen	(L.10)	Water	No. 118 (C)
Misty's Seaking		Water	No. 119 (-)
Misty's Staryu	(L.16)	Water	No. 120 (C)
Misty's Staryu	(L.20)	Water	No. 120 (C)
Misty's Starmie		Water	No. 121 (-)
Team Rocket's Scyther		Grass	No. 123 (RH)
Lt. Surge's Electabuzz	(L.22)	Lightning	No. 125 (-)
Lt. Surge's Electabuzz	(L.28)	Lightning	No. 125 (RH)
Misty's Magikarp		Water	No. 129 (C)
Misty's Gyarados		Water	No. 130 (RH)
Lt. Surge's Eevee		Colorless	No. 133 (U)
Lt. Surge's Jolteon		Lightning	No. 135 (R)
Team Rocket's Moltres		Fire	No. 146 (RH)
Erika's Dratini		Colorless	No. 147 (U)
Erika's Dragonair		Colorless	No. 148 (RH)
Crystal of Wellness		Trainer	No number (-)
Team Rocket's Trap		Trainer	No number (RH)
No Removal Gym		Trainer	No number (R)
TR's Special Instruction Gym		Trainer	No number (R)
Lowered Resistance Gym		Trainer	No number (R)
Confusion Gym		Trainer	No number (R)
Refined Criticism		Trainer	No number (R)
Lt. Surge's Secret Operat.		Trainer	No number (R)
Misty		Trainer	No number (R)
Misty (foil)		Trainer	No number (RH)
Brock		Trainer	No number (R)
Brock (foil)		Trainer	No number (RH)
Lt. Surge		Trainer	No number (R)
Lt. Surge (foil)		Trainer	No number (RH)
Erika		Trainer	No number (R)
Erika (foil)		Trainer	No number (RH)
Brock's Protection		Trainer	No number (R)
Misty's Pleading		Trainer	No number (R)
Erika's Kindness		Trainer	No number (R)
Misty's Rage		Trainer	No number (U)
Erika's Attendants		Trainer	No number (U)
Erika's Perfume		Trainer	No number (U)
Lt. Surge's Negotiations		Trainer	No number (U)
Remembrance		Trainer	No number (U)
Spy Tactics		Trainer	No number (U)
Proper Etiquette		Trainer	No number (U)
Hanada City Gym		Trainer	No number (U)
Kuchiba City Gym		Trainer	No number (U)
Nivi City Gym		Trainer	No number (U)
Tamamushi City Gym		Trainer	No number (U)
Brock's Method of Breeding		Trainer	No number (C)
Energy Circulate		Trainer	No number (C)
Small Gym		Trainer	No number (C)
Misty's Game		Trainer	No number (C)
Misty's Tears		Trainer	No number (C)
C= Common, U = Uncommon, R = Rare, RH = Rare Hologram			

Pojo's Power Rating

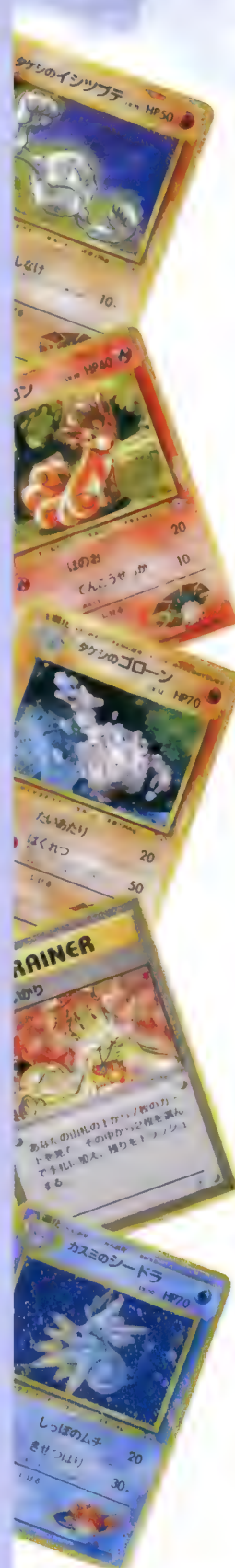
- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Energy Icon

- C ~ Colorless
- F ~ Fighting
- R ~ Fire
- W ~ Water
- P ~ Psychic
- G ~ Grass
- L ~ Lightning

Legend

- H ~ Holofoil
- R ~ Rare
- Un ~ Uncommon
- C ~ Common
- RH ~ Rare Hologram
- URH ~ Ultra Rare Hologram

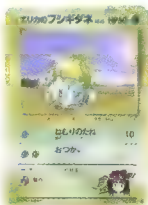


Gym 1 Translations

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Erika's Bulbasaur



Rating:



50 Hp Type: Basic G
LV: 15
Card Number: 001 (UN)
G: Sleep Seed 10
Effect: The Defending Pokémon is now Asleep.
-C Retreat
R Weakness

GG: Errand

Effect: Flip a coin. If heads, search your deck for a Trainer card, show it to your opponent, then put it into your hand. Shuffle your deck afterward.

Strategy Tip

This guy is not all that horrible. The high HP and 1st attack are both really solid. Errand is okay situationally, but probably won't be used much.

Lt. Surge's Rattata



Rating:



30 Hp Type: Basic C
LV: 07
Card Number: 019 (C)
C: Focus Energy
Effect: During your next turn, this Pokémon's Quick Attack does twice as much damage.
Retreat
F Weakness
P Resistance (Damage -30)

CC: Quick Attack 10+
Effect: Flip a coin. If heads, this attack does 20 more damage.

Strategy Tip

Focus Energy is rather worthless due to its low HP, and quick attack can be found on better Pokémon.

Lt. Surge's Rattata



Rating:



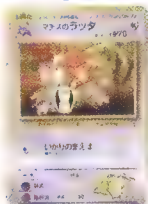
40 Hp Type: Basic C
LV: 10
Card Number: 019 (-)
CC: Gnaw
-C Retreat
F Weakness
P Resistance (Damage -30)

C: Focus Energy
Effect: During your next turn, this Pokémon's Gnaw does twice as much damage.

Strategy Tip

Just like the other Rattata, the HP is too low for Focus Energy to be good, and Gnaw isn't good enough for the cost.

Lt. Surge's Raticate



Rating:



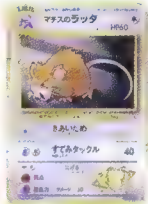
70 Hp Type: Stage-1 C
LV: 32
Card Number: 020 (-)
-C Retreat
F Weakness
P Resistance (Damage -30)

C: Super Fang
Effect: This attack does damage to the Defending Pokémon equal to half the Defending Pokémon's remaining HP (rounded up to the nearest 10).

Strategy Tip

Super Fang is pretty good against high-HP Pokémon. This card combos real well with Mr. Mime – it's low cost might just make it playable.

Lt. Surge's Raticate



Rating:



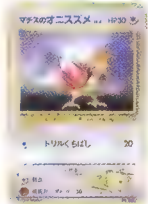
60 Hp Type: Stage-1 C
LV: 33
Card Number: 020 (UN)
CC: Double-Edge 40
Effect: This Pokémon does 20 damage to itself.
-C Retreat
F Weakness
P Resistance (Damage -30)

C: Focus Energy
Effect: During your next turn, this Pokémon's Double-Edge does twice as much damage. (The damage done to this Pokémon is also doubled.)

Strategy Tip

Not horrible. Double-Edge is really good for its cost. Focus Energy is about as useful as Scyther's Sword Dance – maybe once and never again.

Lt. Surge's Spearow



Rating:



30 Hp Type: Basic C
LV: 08
Card Number: 021 (-)
Retreat
L Weakness
F Resistance (Damage -30)

C: Drill Peck 20

Strategy Tip

Drill Peck is nice, and having the Fight-resistance is good, too. Unfortunately, not many people played with Base-set Rattata, and that's all this guy really is.

Energy Icon

- C ~ Colorless
- F ~ Fighting
- R ~ Fire
- W ~ Water
- P ~ Psychic
- G ~ Grass
- L ~ Lightning

Legend

- H ~ Holofoil
- R ~ Rare
- Un ~ Uncommon
- C ~ Common
- RH ~ Rare Hologram
- URH ~ Ultra Rare Hologram

Gym 1 Translations

Lt. Surge's Spearow



Rating:



50 Hp Type: Basic C
LV: 17
Card Number: 021 (C)
C: Whirlwind 10
Effect: If your opponent has any Benched Pokémon, s/he must choose 1 of them and switch it with the Defending Pokémon. (Do the damage first.)
Retreat
L Weakness
F Resistance (Damage -30)

CC: Sky Attack 40
Effect: Flip a coin. If tails, this attack does nothing.

Strategy Tip

A very solid Basic. He has the chance to deal 40 on the first turn with a Double Colorless. No retreat is very nice.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Lt. Surge's Fearow



Rating:



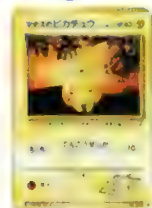
70 Hp Type: Stage-1 C
LV: 30
Card Number: 022 (RH)
CC: Machine Gun Drill 10x
Effect: Flip 5 coins. This attack does 10 damage times the number of heads.
Retreat
L Weakness
F Resistance (Damage -30)

CCC: Grasp 30
Effect: During your opponent's next turn, the Defending Pokémon cannot retreat.

Strategy Tip

No retreat, 2 solid attacks, decent HP, and fight resistance will make it very playable. Finally a Spearow/Fearow combination maybe worth playing.

Lt. Surge's Pikachu



Rating:



40 Hp Type: Basic L
LV: 10
Card Number: 025 (C)
CC: Quick Attack 10+
Effect: Flip a coin. If heads, this attack does 20 more damage.
Retreat
F Weakness

Strategy Tip

Electric Basic with an all-colorless Quick Attack and no retreat — pinch me I'm dreaming! We have a sudden desire to play with Pikachu!

Energy Icon

- C ~ Colorless
- F ~ Fighting
- R ~ Fire
- W ~ Water
- P ~ Psychic
- G ~ Grass
- L ~ Lightning

Lt. Surge's Pikachu



Rating:



50 Hp Type: Basic L
LV: 15
Card Number: 025 (-)
C: Electricity
Effect: Choose 1 L Energy card in your discard pile and attach it to this Pokémon.
-C Retreat
F Weakness

LL: Thunder Tail 20
Effect: Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Strategy Tip

This Pikachu is not all that useful. It's second attack is okay, but I see it mostly being used for Evolution purposes.

Lt. Surge's Raichu



Rating:



70 Hp Type: Stage-1 L
LV: 32
Card Number: 026 (-)
LL: Mega Punch 30
-CC Retreat
F Weakness

LLLL: Thunder Storm 100
Effect: Discard all Energy cards attached to this Pokémon in order to use this attack.

Strategy Tip

Mega Punch is pretty bad for the cost, and the second attack was bad on Zapdos and is bad on Raichu.

Legend

- H ~ Holofoil
- R ~ Rare
- Un ~ Uncommon
- C ~ Common
- RH ~ Rare Hologram
- URH ~ Ultra Rare Hologram

Brock's Sandshrew



Rating:



40 Hp Type: Basic F
LV: 13
Card Number: 027 (-)
FC: Ball Attack 20
-C Retreat
G Weakness
L Resistance (Damage -30)

C: Defense Curl
Effect: Flip a coin. If heads, prevent all damage done to this Pokémon by attacks during your opponent's next turn. (Any other effects of attacks still happen.)

Strategy Tip

The attacks are pretty weak, and the HP is low. Not that great.

Gym 1 Translations

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Brock's Sandshrew



Rating:

50 Hp Type: Basic F
LV: 20
Card Number: 027 (RH)
FF: Sandblast 20
Effect: During your opponent's next turn, the Defending Pokémon can't retreat.
-C Retreat
G Weakness
L Resistance (Damage -30)

Strategy Tip

It's not good for a lower-HP Basic to require more than one colored energy to attack. What's more, the attack in question is weak, and that's assuming you get to use it.

Brock's Sandslash



Rating:

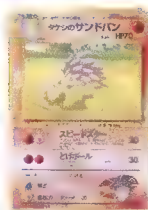
60 Hp Type: Stage-1 F
LV: 26
Card Number: 028 (-)
-C Retreat
G Weakness
L Resistance (Damage -30)

FF: Body Needle 10
Effect: Flip a coin. If heads, the Defending Pokémon is now Poisoned and Paralyzed.

Strategy Tip

For the most part, the attacks are too weak for an Evolution. The first attack is definitely intriguing, but still not all that great.

Brock's Sandslash



Rating:

70 Hp Type: Stage-1 F
LV: 34
Card Number: 028 (UN)
FC: Swift 20
Effect: Don't apply Weakness, Resistance or Pokémon Powers for this attack.
-C Retreat
G Weakness
L Resistance (Damage -30)

FF: Thorn Ball 30
Effect: Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Strategy Tip

Not horrible. Swift is nice against resistant Pokémon, and Thorn Ball is pretty good. He might be worth putting in a deck.

Energy Icon

- C ~ Colorless
- F ~ Fighting
- R ~ Fire
- W ~ Water
- P ~ Psychic
- G ~ Grass
- L ~ Lightning

Erika's Clefairy



Rating:

50 Hp Type: Basic C
LV: 16
Card Number: 035 (UN)
C: Moon Power
Effect: Flip a coin. If heads, search your deck for an Evolution card, and attach to one of your own Pokémon. Shuffle your deck afterward.
-C Retreat
F Weakness
P Resistance (Damage -30)

CC: Moon Kick 20

Strategy Tip

We are not very impressed here. Moon Power is not that good, and Moon Kick is sub-par for its cost.

Erika's Clefairy



Rating:

50 Hp Type: Basic C
LV: 17
Card Number: 035 (-)
C: Moonlight
Effect: Search your deck for a Basic Energy card, show it to your opponent, then put it into your hand. Shuffle your deck afterward.
-C Retreat
F Weakness
P Resistance (Damage -30)

CC: Double Slap 10x
Effect: Flip 3 coins. This attack does 10 damage times the number of heads.

Strategy Tip

It's only decent. The first attack is mildly useful if you're running low Energy. Still probably not worth playing, though.

Legend

- H ~ Holofoil
- R ~ Rare
- Un ~ Uncommon
- C ~ Common
- RH ~ Rare Hologram
- URH ~ Ultra Rare Hologram

Erika's Clefable



Rating:

70 Hp Type: Stage-1 C
LV: 35
Card Number: 036 (RH)
CCC: Moon Impact 30
-CC Retreat
F Weakness
P Resistance (Damage -30)

C: Fairy's Miracle
Effect: Flip a coin. If heads, choose as many of your own Pokémon as you wish, and return them and all cards attached to them to your hand.

Strategy Tip

This card does not make playing Clefairy worth it. Fairy's Miracle is an okay attack, but too defensive to be worth putting in a good deck. This card might work well with Base-set Alakazam, but that's the only use I see for it.

Gym 1 Translations

Brock's Vulpix



Rating:



40 Hp Type: Basic F
LV: 10
Card Number: 037 (C)
R: Flare 20
-C Retreat
W Weakness

CC: Quick Attack 10+
Effect: Flip a coin. If heads, this attack does 20 more damage.

Strategy Tip

Very good. It has the great 20-for-1 attack, and a colorless attack if you're short on Fire Energy. A little weak, but not bad.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Brock's Vulpix



Rating:



50 Hp Type: Basic R
LV: 16
Card Number: 037 (UN)
C: Stare
Effect: The Defending Pokémon is now Asleep.
-C Retreat
W Weakness

RR: Flame Ring 20
Effect: Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance.)

Strategy Tip

Better HP, but not really better attacks. Flame Ring is a good offensive move, and Stare is okay.

Brock's Ninetails



Rating:



70 Hp Type: Stage-1 R
LV: 30
Card Number: 038 (RH)
RR: Flare 30
-C Retreat
W Weakness

[Pokémon Power] Disguise
Effect: Once during your turn (before your attack), choose an Evolution card in your hand, and attach it to this Pokémon. This Pokémon becomes that Evolution, but no additional Evolution card may be attached. Once during your turn (before your attack), you may discard the Evolution card attached to this Pokémon. This Power stops working if this Pokémon is Asleep, Confused or Paralyzed, and all Evolution cards attached to it must be discarded.

Strategy Tip

This guy just screams "Please abuse me!!!" Look for this card to appear in all sorts of decks, giving trainers a lot more imagination than they had before.

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning

Erika's Jigglypuff



Rating:



50 Hp Type: Basic C
LV: 13
Card Number: 039 (C)
C: Heal Everyone
Effect: Each player removes 1 damage counter from each of his or her Pokémon.
-C Retreat
F Weakness
P Resistance (Damage -30)

CC: Gentle Punch 40-
Effect: If there are any damage counters on the Defending Pokémon, this attack does 30 less damage.

Strategy Tip

We look at this and really want to like it, but can't. Gentle Punch is too situational to be good, and Heal Everyone just doesn't really cut it.

Brock's Zubat



Rating:



30 Hp Type: Basic G
LV: 05
Card Number: 041 (-)
CC: Wing Attack 20
Retreat
P Weakness
F Resistance (Damage -30)

C: Informant
Effect: You must have a Benched Pokémon in order to use this attack. Draw a card, then choose 1 of your Benched Pokémon and switch it with this Pokémon.

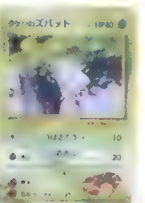
Strategy Tip

Massively low HP is really bad. Informant might just be useful, though. Especially with the forced retreat attack.

Legend

- H - Holofoil
- R - Rare
- Un - Uncommon
- C - Common
- RH - Rare Hologram
- URH - Ultra Rare Hologram

Brock's Zubat



Rating:



40 Hp Type: Basic G
LV: 11
Card Number: 041 (C)
G: Wing Attack 10
Retreat
P Weakness
F Resistance (Damage -30)

CC: Poison Fang 20
Effect: Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Strategy Tip

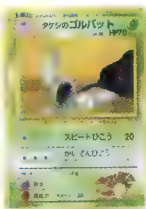
The HP is too low and the attacks are not strong enough. Not a very solid Pokémon.

Gym 1 Translations

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Brock's Golbat



Rating:



70 Hp Type: Stage-1 G
LV: 30
Card Number: 042 (UN)
C: Speed Flight 20
-C Retreat
P Weakness
F Resistance (Damage -30)

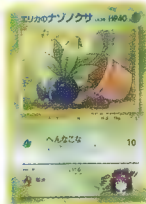
CCC: Open Flight

Effect: This attack does 10 damage to the Defending Pokémon and each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Strategy Tip

The attacks could be situationally useful, but on the whole, he's not worth evolving into.

Erika's Oddish



Rating:



40 Hp Type: Basic G
LV: 10
Card Number: 043 (C)
-C Retreat
R Weakness

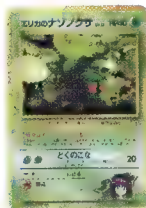
G: Strange Pollen 10

Effect: Flip a coin. If heads, the Defending Pokémon is now Confused; if tails, the Defending Pokémon is now Asleep.

Strategy Tip

Possibly one of the best Oddish. One energy for 10 and a guaranteed status effect? Most definitely a worthy start up the Vileplume line.

Erika's Oddish



Rating:



40 Hp Type: Basic G
LV: 12
Card Number: 043 (-)
GG: Poisonpowder 20
Effect: Flip a coin. If heads, the Defending Pokémon is now Poisoned.
-C Retreat
F Weakness

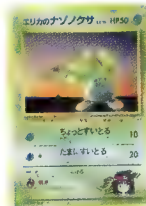
[Pokémon Power] Photosynthesis

Effect: All Energy attached to this Pokémon can be used as G Energy. This Power works even when this Pokémon is Asleep, Confused or Paralyzed.

Strategy Tip

The Pokémon Power is virtually worthless on such a low-HP basic. Poisonpowder is a decent attack, but you won't want to keep this guy for long without evolving.

Erika's Oddish



Rating:



50 Hp Type: Basic G
LV: 15
Card Number: 043 (C)
G: Minor Drain 10
Effect: Remove 1 damage counter from this Pokémon.
-C Retreat
R Weakness

GC: Occasional Drain 20

Effect: Flip a coin. If heads, remove 1 damage counter from this Pokémon.

Strategy Tip

This Oddish actually is not bad for a Stage 1. No status effects, but the one-Grass Minor Drain will frustrate your opponent, and the Occasional Drain is also okay.

Erika's Gloom



Rating:



60 Hp Type: Stage-1 G
LV: 24
Card Number: 044 (UN)
G: Healing Powder
Effect: Flip a coin. If heads, remove 4 damage counters from this Pokémon.
-C Retreat
R Weakness

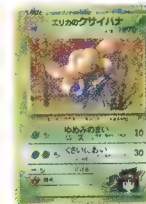
GGG: Miracle Powder 30

Effect: Flip a coin. If heads, choose Asleep, Confused, Paralyzed or Poisoned. The Defending Pokémon is now affected by that ailment.

Strategy Tip

Quite impressive. Healing Powder, if it works, is amazing. Miracle Powder is not all that bad, either. We can definitely see people playing this Pokémon, especially with the single retreat cost.

Erika's Gloom



Rating:



70 Hp Type: Stage-1 G
LV: 28
Card Number: 044 (-)
GC: Flower Dance 10
Effect: This Pokémon and the Defending Pokémon are now Asleep (after doing damage).
-C Retreat
F Weakness

GGC: Stinking Scent 30

Effect: This Pokémon and the Defending Pokémon are now Confused (after doing damage).

Strategy Tip

This is pretty horrid. The first attack would be good if it did more damage. The second attack is okay if you're going to evolve to Vileplume shortly afterwards.

Legend

- H ~ Holofoil
- R ~ Rare
- Un ~ Uncommon
- C ~ Common
- RH ~ Rare Hologram
- URH ~ Ultra Rare Hologram

Gym 1 Translations

Erika's Vileplume



Rating:



80 Hp Type: Stage-2 G
LV: 34
Card Number: 045 (RH)
GGG: Mega Drain 30
Effect: Remove a number of damage counters from this Pokémon equal to half the damage done to the Defending Pokémon (after applying Weakness and Resistance) (rounded up to the nearest 10.)
-CC Retreat
R Weakness

[Pokémon Power] Protective Pollen
Effect: Whenever an attack does damage to this Pokémon, (even if it's Knocked Out), flip a coin. If heads, the attacking Pokémon is now Confused. This Power works even if this Pokémon is Asleep, Confused, or Paralyzed

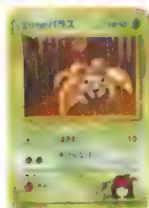
Strategy Tip

This guy is good. Mega Drain is gonna do 30 and get back 20, and Protective Pollen makes you want to think twice about attacking. This entire line is real solid

Pojo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Erika's Paras



Rating:



50 Hp Type: Basic G
LV: 17
Card Number: 046 (C)
C: Pinch 10
-C Retreat
F Weakness

GG: Dangerous Claw
Effect: Flip a coin. If heads, the Defending Pokémon is now Poisoned, and this attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon).

Strategy Tip

Dangerous Claw is amazingly good. The down side is that it could do nothing, but if it works, your opponent is not going to be happy with you. Finally, a Paras that might be worth putting in a deck

Brock's Diglett



Rating:



40 Hp Type: Basic F
LV: 13
Card Number: 050 (C)
F: Sudden Attack 20
Effect: Flip a coin. If tails, this attack does nothing.
-C Retreat
G Weakness
L Resistance (Damage -30)

FC: Mini Earthquake 40
Effect: This attack does 10 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Strategy Tip

The low HP is bad, but the attacks are pretty powerful. Sudden Attack is not all that good, but Mini-Earthquake is useful. Some decks might be able to use him, but probably not many

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning

Misty's Psyduck



Rating:



50 Hp Type: Basic W
LV: 15
Card Number: 054 (-)
C: Scratch 10
C Retreat
G Weakness

W: Call for Help
Effect: Flip a coin. If heads, search your deck for a Basic Misty Pokémon and put it on your Bench. Shuffle your deck afterward.

Strategy Tip

In comparison to Misty's other Psyduck, this one is just bad. Call for Help is okay, but not that great.

Misty's Psyduck



Rating:



60 Hp Type: Basic W
LV: 18
Card Number: 054 (C)
-C Retreat
G Weakness

P: Super Mind
Effect: Flip 3 coins. If you flip 1 head, draw a card; if you flip 2 heads, this attack does 20 damage to the Defending Pokémon; if you flip 3 heads, choose 1 of the Defending Pokémon's attacks. This attack copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards.

Strategy Tip

Psyduck is absolutely amazing! Super Mind is almost guaranteed to give you an amazing attack, as long as you flip one heads. Draw a card, deal 20, or copy an attack - every one of those is perfectly fine for one Energy.

Legend

- H - Holofoil
- R - Rare
- Un - Uncommon
- C - Common
- RH - Rare Hologram
- URH - Ultra Rare Hologram

Misty's Golduck



Rating:



70 Hp Type: Stage-1 W
LV: 32
Card Number: 055 (HR)
WC: Extra Beam 40
Effect: Flip a coin. If tails, discard all Energy cards attached to this Pokémon.
-C Retreat
G Weakness

PC: Super Destruction
Effect: Flip a coin. If heads, choose 1 Energy card attached to each of your opponent's Pokémon and discard them.

Strategy Tip

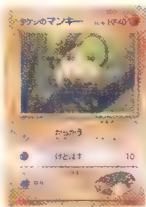
As good as Psyduck is, Golduck is not nearly as good. Extra Beam deals decent damage, but the thought of losing all your Energy is bad. Super Destruction is decent. The thought of being able to remove energy from lots of Pokémon at once is good, but no damage scares me.

Gym 1 Translations

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Brock's Mankey



Rating:



40 Hp Type: Basic F
LV: 10
Card Number: 056 (-)
F: Jump Kick 10
Retreat
P Weakness

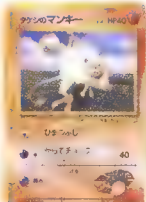
C: Taunt

Effect: If your opponent has any Benched Pokémon, choose 1 of them and switch it with the Defending Pokémon.

Strategy Tip

Absolutely terrible. This card is just not worth putting in any deck.

Brock's Mankey



Rating:



40 Hp Type: Basic F
LV: 12
Card Number: 056 (C)
C: Waste Time
Effect: Shuffle your deck.
Retreat
P Weakness

FC: Karate Chop 40-
Effect: This attack does 10 less damage for each damage counter on this Pokémon.

Strategy Tip

This Mankey is pretty bad. Karate Chop could be marginally useful in a deck with Potions to deal a lot of damage, but Waste Time is just that – a waste of time.

Energy Icon

- C ~ Colorless
- F ~ Fighting
- R ~ Fire
- W ~ Water
- P ~ Psychic
- G ~ Grass
- L ~ Lightning

Brock's Primeape



Rating:



70 Hp Type: Stage-1 F
LV: 32
Card Number: 057 (UN)
FFF: Great Violence 60
Effect: This Pokémon does 20 damage to itself. If there is a Stadium Card in play, discard it.
-C Retreat
P Weakness

[Pokémon Power] Jump Back
Effect: This Power can only be used when this Pokémon is reduced to 10 HP. Shuffle this Pokémon and all cards attached to it into your deck. This Power stops working while this Pokémon is Asleep, Confused or Paralyzed.

Strategy Tip

We're pretty impressed – Great Violence is a decent attack, and the ability to possibly shuffle Primeape back in before it's K.O.'d is really good. With the low retreat, he may see some play.

Misty's Poliwhal



Rating:



50 Hp Type: Basic W
LV: 15
Card Number: 060 (-)
W: Hypnotic Swirl
Effect: Flip a coin. If heads, the Defending Pokémon is now Paralyzed; if tails, the Defending Pokémon is now Asleep.
-C Retreat
G Weakness

WC: Tail Slap 20x
Effect: Flip 2 coins. This attack does 20 damage times the number of heads.

Strategy Tip

Hang on...this guy is good. The first attack is actually a decent stall tactic, and the second can deal some real damage. Even enough HP at 50. Finally, a good Poliwhal.

Misty's Poliwhal



Rating:



50 Hp Type: Basic W
LV: 16
Card Number: 060 (C)
W: Bubble Bubble 20
Effect: Flip a coin. This Pokémon can't use Bubble during your next turn.
-C Retreat
G Weakness

WW: Amnesia
Effect: Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

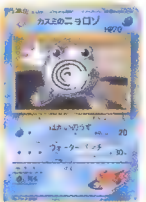
Strategy Tip

Fairly average. Nothing standout, nothing fantastic. Might see some play.

Legend

- H ~ Holofoil
- R ~ Rare
- Un ~ Uncommon
- C ~ Common
- RH ~ Rare Hologram
- URH ~ Ultra Rare Hologram

Misty's Poliwhirl



Rating:



70 Hp Type: Stage-1 W
LV: 37
Card Number: 061 (UN)
WC: Hyper Whirlpool 20
Effect: Flip a coin. If heads, choose 1 Energy card attached to the Defending Pokémon and discard it.
-CC Retreat
G Weakness

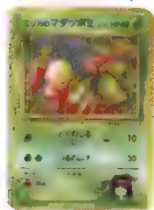
CCC: Water Punch 30+
Effect: Flip a coin for each W Energy attached to this Pokémon. This attack does 10 more damage for each heads.

Strategy Tip

Hyper Whirlpool isn't horrible with a chance for energy removal. Water Punch is fantastic and makes Poliwhirl highly playable.

Gym 1 Translations

Erika's Bellsprout



Rating:

40 Hp Type: Basic G
LV: 12
Card Number: 069 (-)
GG: Liquid Whip 30
-C Retreat
R Weakness

G: Poison Fluid 10
Effect: Flip a coin. If heads, the Defending Pokémon is now Poisoned.

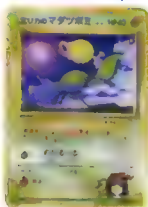
Strategy Tip

A decent Bellsprout. It's got an okay first attack, and a heavy-hitting second attack. The low HP is just really bad, though

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Erika's Bellsprout



Rating:

40 Hp Type: Basic G
LV: 13
Card Number: 069 (UN)
G: Stretch Vine
Effect: Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon).
-C Retreat
R Weakness

[Pokémon Power] Nutrient Absorption
Effect: Once during your turn, before your attack, you may choose up to 2 Grass Energy attached to your other Pokémon and attach them to this Pokémon. You can't use this Power if this Pokémon is Asleep, Confused or Paralyzed.

Strategy Tip

It's okay. Nutrient Absorption will be good for evolving, and Stretch Vine is decent, but low HP makes him run and hide until he evolves

Erika's Bellsprout



Rating:

50 Hp Type: Basic G
LV: 15
Card Number: 069 (C)
-C Retreat
R Weakness

C: Clumsy Tackle 20
Effect: This Pokémon does 10 damage to itself.

Strategy Tip

A decent colorless answer to Grass-weak Pokémon, but not much use beyond that

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning

Erika's Weepinbell



Rating:

60 Hp Type: Stage-1 G
LV: 26
Card Number: 070 (UN)
G: Drool 10
-C Retreat
R Weakness

GG: Entice 20
Effect: Before damage is done, choose 1 of your opponent's Benched Pokémon and switch it with the Defending Pokémon. (The damage is done to the new Defending Pokémon. If your opponent has no Benched Pokémon, you cannot use this attack.)

Strategy Tip

With a built in Gust of Wind attack, this Pokémon will be useful since it does the Gust before damage instead of after. It's not very powerful, though, and that hurts.

Erika's Weepinbell



Rating:

70 Hp Type: Stage-1 G
LV: 30
Card Number: 070 (-)
GGC: Liquid Whip 40
-CC Retreat
F Weakness

GC: Poisonous Sleep
Effect: Flip a coin. If heads, the Defending Pokémon is now Asleep and Poisoned.

Strategy Tip

Not horrible. The first attack is pretty solid, and Liquid Whip isn't that bad. It's playable.

Legend

- H - Holofoil
- R - Rare
- Un - Uncommon
- C - Common
- RH - Rare Hologram
- URH - Ultra Rare Hologram

Erika's Victreebel



Rating:

80 Hp Type: Stage-2 G
LV: 37
Card Number: 071 (R)
GGG: Razor Leaf 50
-CC Retreat
R Weakness

[Pokémon Power] Luring Scent
Effect: Once during your turn (before your attack), you may flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch it with his or her Active Pokémon. If this Pokémon is Asleep, Confused or Paralyzed, you cannot use this Power.

Strategy Tip

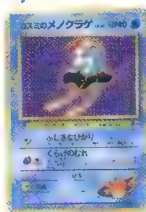
Absolutely incredible! Luring Scent gets out who you want to face, and Razor Leaf puts them away. The HP is good enough that we finally have a good Victreebel line.

Gym 1 Translations

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Misty's Tentacool



Rating:



40 Hp Type: Basic W
LV: 12
Card Number: 072 (-)
C: Mysterious Light
Effect: Flip a coin. If heads, the Defending Pokémon is now Asleep.
Retreat
L Weakness

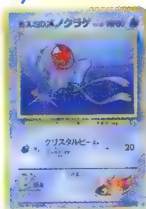
WC: Jellyfish Hoard

Effect: Search your deck for as many Tentacool, Tentacruel, Misty's Tentacool and/or Misty's Tentacruel as you like, show them to your opponent, then put them into your hand. Shuffle your deck afterward.

Strategy Tip

Pretty much worthless. This guy should not be in any deck except the one it comes in.

Misty's Tentacool



Rating:



50 Hp Type: Basic W
LV: 16
Card Number: 072 (UN)
-C Retreat
L Weakness

WC: Crystal Beam 20

Effect: Flip a coin. If heads, your opponent cannot play any Energy cards during his or her next turn.

Strategy Tip

Very solid Basic. Crystal Beam will be annoying and prevent surprises from the opponent. Doesn't have a one-Energy attack, though, so it's not great.

Energy Icon

- C ~ Colorless
- F ~ Fighting
- R ~ Fire
- W ~ Water
- P ~ Psychic
- G ~ Grass
- L ~ Lightning

Misty's Tentacruel



Rating:



70 Hp Type: Stage-1 W
LV: 30
Card Number: 073 (RH)
WWCC: Jellyfish Poison: 30
Effect: Flip a coin. If heads, the Defending Pokémon is now Poisoned; if tails, the Defending Pokémon is now Confused.
No Retreat
L Weakness

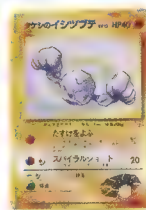
[Pokémon Power] Rush Out

Effect: You may only use this Power whenever this Pokémon is your Active Pokémon, and only when damage is done to it. Choose 1 of your Benched Pokémon and switch it with this Pokémon. You can't use this Power if this Pokémon is Asleep, Confused or Paralyzed.

Strategy Tip

Jellyfish Poison does not do enough for its cost – there are better Water attacks. Rush out is not all that useful either.

Brock's Geodude



Rating:



40 Hp Type: Basic F
LV: 13
Card Number: 074 (C)
FC: Spiral Shot 20
Effect: Don't apply Weakness for this attack.
-C Retreat
G Weakness

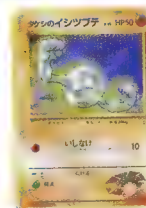
F: Call for Help

Effect: Flip a coin. If heads, search your deck for a Basic Brock's Pokémon and put it on your Bench. Shuffle your deck afterward. (If you have no room on your Bench, you cannot use this attack.)

Strategy Tip

Spiral Shot is not completely horrible. Not sure I like that it's a coin flip, but it can deal with Fight-resistant stuff on the Bench. Not much use past it, though.

Brock's Geodude



Rating:



50 Hp Type: Basic F
LV: 15
Card Number: 074 (C)
-C Retreat
G Weakness

F: Stone Throw 10x

Effect: Flip 3 coins. This attack does 10 damage times the number of heads.

Strategy Tip

Decent enough, and a definite improvement, with a chance of 30 first turn. Worth a look.

Legend

- H ~ Holofoil
- R ~ Rare
- Un ~ Uncommon
- C ~ Common
- RH ~ Rare Hologram
- URH ~ Ultra Rare Hologram

Brock's Geodude



Rating:



50 Hp Type: Basic F
LV: 17
Card Number: 074 (-)
C: Tackle 10
-C Retreat
G Weakness

FC: Rolling Shot

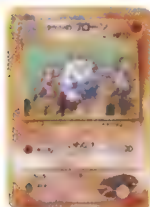
Effect: Your opponent must have a Benched Pokémon in order to use this attack. Choose 1 of your opponent's Benched Pokémon and flip a coin. If heads, this attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Strategy Tip

Ugh! First they have to have a Benched Pokémon, then you have to flip a coin. The card is just too situational, and the first attack is just not good enough.

Gym 1 Translations

Brock's Graveler



Rating:
3

70 Hp Type: Stage-1 F
LV: 30
Card Number: 075 (-)
-CC Retreat
G Weakness

FCC: Stone Throw 20x
Effect: Flip 3 coins. This attack does 20 damage times the number of heads.

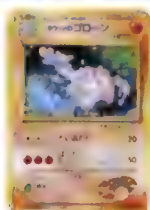
Strategy Tip

The attack is okay, but just not worth evolving for. One of the better Gravelers, though.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Brock's Graveler



Rating:
3

70 Hp Type: Stage-1 F
LV: 32
Card Number: 075 (UN)
CC: Tackle 20
-CC Retreat
G Weakness
F Resistance (Damage -30)

FFF: Explosion 50
Effect: Does 10 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) This Pokémon does 50 damage to itself. If a Stadium card in play, discard it.

Strategy Tip

Great - another exploding Pokémon. This one, like its cousins, is unimpressive.

Brock's Golem



Rating:
3

90 Hp Type: Stage-2 F
LV: 40
Card Number: 076 (R)
FFCC: Land Crash 50
-CCCC Retreat
G Weakness

FFC: Avalanche 20
Effect: Choose up to 3 of your opponent's Benched Pokémon. This attack does 10 damage to each of those Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Strategy Tip

Avalanche is okay, and Land Crash is a decent heavy-hitter, but a Stage 2 with a 4 retreat cost is almost totally unplayable.

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning

Lt. Surge's Magnemite



Rating:
3

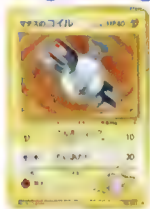
30 Hp Type: Basic L
LV: 10
Card Number: 081 (UN)
L: Hyper Wave 10
Effect: Flip a coin. If heads, choose 1 Energy card attached to the Defending Pokémon and discard it.
Retreat
F Weakness

LL: Confusion Wave 20
Effect: Flip a coin. If heads, the Defending Pokémon is now Confused.

Strategy Tip

We really wish this guy had more HP. Hyper Wave and Confusion Wave are both great attacks, but the 30 HP is just horrible.

Lt. Surge's Magnemite



Rating:
3

40 Hp Type: Basic L
LV: 12
Card Number: 081 (C)
CC: Tackle 20
-C Retreat
F Weakness

L: Thundershock 10
Effect: Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

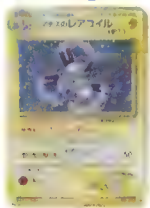
Strategy Tip

The standard "10 and flip for Paralysis" Electric opening. Tackle is an okay colorless attack, but Magnemite still has the low HP.

Legend

- H - Holofoil
- R - Rare
- Un - Uncommon
- C - Common
- RH - Rare Hologram
- URH - Ultra Rare Hologram

Lt. Surge's Magnetron



Rating:
3

70 Hp Type: Stage-1 L
LV: 30
Card Number: 082 (RH)
LLC: Mega Shock 50
Effect: Flip a coin. If tails, this Pokémon does 20 damage to itself.
-CC Retreat
F Weakness

[Pokémon Power] Energy Charge
Effect: You may use this Power only if this Pokémon is your Active Pokémon. As often as you like during your turn (before your attack), you may move 1 L Energy card from 1 of your Benched Pokémon to this Pokémon. This Power can't be used if this Pokémon is Asleep, Confused or Paralyzed.

Strategy Tip

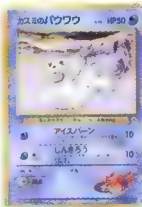
Mega Shock is an okay attack, and Energy Charge will help get it ready, but there is just not enough punch to this Pokémon. Magnemite is just too weak for this guy to see play.

Gym 1 Translations

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Misty's Seel



Rating:



50 Hp Type: Basic W
LV: 14
Card Number: 086 (C)
W: Ice Beam 10
Effect: During your opponent's next turn, the Defending Pokémon can't retreat.
-C Retreat
L Weakness

WC: Mirage 10

Effect: If the Defending Pokémon tries to attack during your opponent's next turn, flip a coin. If tails, that attack does nothing.

Strategy Tip

The attacks don't pack enough punch. This card will not be played very much.

Misty's Seel



Rating:



60 Hp Type: Basic W
LV: 20
Card Number: 086 (-)
-C Retreat
L Weakness

WC: Aurora Beam 20

Strategy Tip

20 for 2, 1 retreat, 60HP — real average.

Energy Icon

- C ~Colorless
- F ~Fighting
- R ~Fire
- W ~Water
- P ~Psychic
- G ~Grass
- L ~Lightning

Misty's Dewgong



Rating:



80 Hp Type: Stage-1 W
LV: 40
Card Number: 087 (UN)
WCCC: Takedown 60
Effect: This Pokémon does 20 damage to itself.
-CC Retreat
L Weakness

WW: Ice Crush 20

Effect: If the Defending Pokémon is a Fighting Pokémon, this attack does twice as much damage.

Strategy Tip

A very interesting Pokémon. Ice Crush is great against Fighting, and Takedown is okay, but for Water, there are better Pokémon.

Misty's Shellder



Rating:



40 Hp Type: Basic W
LV: 10
Card Number: 090 (-)
C: Tackle 10
-C Retreat
L Weakness

WC: Clamp 20

Effect: Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Strategy Tip

Low HP and fairly weak and unreliable attacks make this a Pokémon that you won't see too many of in decks.

Misty's Cloyster



Rating:



70 Hp Type: Stage-1 W
LV: 30
Card Number: 091 (-)
WWC: Triple Cannon 20x
Effect: Flip 3 coins. This attack does 20 damage times the number of heads.
-CC Retreat
L Weakness

[Pokémon Power] Shell Armor

Effect: Whenever a Pokémon attacks and does damage to this Pokémon, that damage is reduced by 10. This power stops working while this Pokémon is Asleep, Confused or Paralyzed.

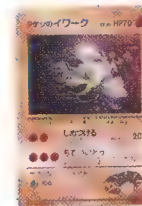
Strategy Tip

While the Pokémon Power is actually decent, Triple Cannon just can't back it up. Not all that great.

Legend

- H ~Holofoil
- R ~Rare
- Un ~Uncommon
- C ~Common
- RH ~Rare Hologram
- URH ~Ultra Rare Hologram

Brock's Onix



Rating:



70 Hp Type: Basic F
LV: 30
Card Number: 095 (-)
FF: Grab 20
Effect: Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
-CC Retreat
G Weakness

FFF: Tunneling

Effect: If your opponent has any Benched Pokémon, choose up to 2 of them. This attack does 20 damage to each of those Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) This Pokémon cannot use this attack during your next turn.

Strategy Tip

I guess this guy is okay. 2 for 20 and maybe Paralysis. Second attack is good, but not great.

Gym 1 Translations

Brock's Onix



Rating:



100 Hp Type: Basic F
LV: 41
Card Number: 095 (C)
FFC: Rock Throw 30
-CCC Retreat
G Weakness

C: Leer

Effect: Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Strategy Tip

A great wall. The high HP combined with the colorless attack that can Paralyze is really good. Look for this guy to appear in some stall decks.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Lt. Surge's Voltorb



Rating:



40 Hp Type: Basic L
LV: 12
Card Number: 100 (C)
L: Spin Ball 20x
Effect: Flip 1 coin. This attack does 20 damage times the number of heads.
-C Retreat
F Weakness

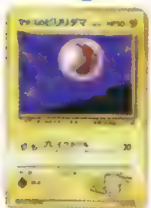
LC: Double Spin 20x

Effect: Flip 2 coins. This attack does 20 damage times the number of heads.

Strategy Tip

Decent attacks without status effects. Not all that impressive.

Lt. Surge's Voltorb



Rating:



50 Hp Type: Basic L
LV: 15
Card Number: 100 (-)
-C Retreat
F Weakness

LC: Break Ball 30

Effect: Flip a coin. If tails, this attack does nothing.

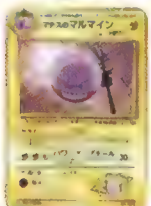
Strategy Tip

One of the better Voltorbs, but still sub-standard. Without a status effect, this one will not live long.

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning

Lt. Surge's Electrode



Rating:



70 Hp Type: Stage-1 L
LV: 33
Card Number: 101 (-)
LLC: Power-up Ball 30+
Effect: Flip 3 coins. This attack does 10 more damage for each heads.
-CC Retreat
F Weakness

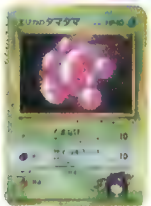
[Pokémon Power] Shock Bomb

Effect: Whenever a Pokémon attacks and does damage to this Pokémon (even if this Pokémon is Knocked Out), flip a coin. If tails, this power does 20 damage to each player's Active Pokémon. This power works even when this Pokémon is Asleep, Confused or Paralyzed.

Strategy Tip

Shock Bomb is amusing, and Power-up Ball is not bad. A decent Electrode? Maybe if it had 10-20 more HP.

Erika's Exeggcute



Rating:



40 Hp Type: Basic G
LV: 12
Card Number: 102 (-)
PC: Psychokinesis 10+
Effect: This attack does 10 more damage for each Energy card attached to the Defending Pokémon.
-C Retreat
F Weakness

C: Eggsplosion 10x

Effect: Flip a number of coins equal to the amount of Energy attached to this Pokémon. This attack does 10 damage times the number of heads.

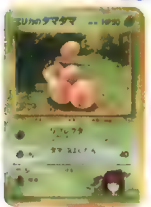
Strategy Tip

Low HP, but the attacks aren't that bad. Eggsplosion is not that super, but it's okay. Psychokinesis is a solid attack.

Legend

- H - Holofoil
- R - Rare
- Un - Uncommon
- C - Common
- RH - Rare Hologram
- URH - Ultra Rare Hologram

Erika's Exeggcute



Rating:



50 Hp Type: Basic G
LV: 15
Card Number: 102 (UN)
GC: Egg Bomb 40
Effect: Flip a coin. If heads, this Pokémon does 20 damage to itself.
-C Retreat
R Weakness

P: Reflect

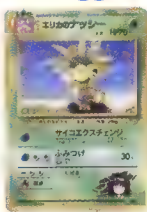
Effect: During your opponent's next turn, damage done to this Pokémon by attacks is reduced by half. (Other effects are unchanged.)

Strategy Tip

Reflect is not that great, but Egg Bomb is kind of useful. The HP is decent and he'll probably see some game play.

Gym 1 Translations

Erika's Exeggutor



Rating:



70 Hp Type: Stage-1 G
LV: 31
Card Number: 103 (UN)
P: Psy Exchange
Effect: Shuffle your hand into your deck, then draw 5 cards.
-CC Retreat
R Weakness

GCC: Stomp 30+
Effect: Flip a coin. If heads, this attack does 10 more damage.

Strategy Tip

This could be the dark horse of the whole set. Psy Exchange is just brutally good, and Stomp is a decent attack. Look for certain types of decks to simply abuse this card.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Team Rocket's Hitmonchan



Rating:



60 Hp Type: Basic F
LV: 29
Card Number: 107 (RH)
FFC: Magnum Punch 50
-C Retreat
P Weakness

F: Cross Counter
Effect: During your opponent's next turn, if an attack does damage to this Pokémon (even if this Pokémon is Knocked Out), flip a coin. If heads, this Pokémon does twice the damage received to the Attacking Pokémon.

Strategy Tip

Every bit as good as the original, and maybe more. Cross Counter is one of the most broken attacks ever in a Pokémon. Magnum Punch still dishes out an incredible amount of damage. Add on top of that the single retreat cost and you have a must-use Pokémon.

Energy Icon

- C ~Colorless
- F ~Fighting
- R ~Fire
- W ~Water
- P ~Psychic
- G ~Grass
- L ~Lightning

Brock's Lickitung



Rating:



80 Hp Type: Basic C
LV: 24
Card Number: 108 (UN)
CC: Tongue Pound 20
-CCC Retreat
F Weakness
P Resistance (Damage -30)

CCC: Slam 30x
Effect: Flip 2 coins. This attack does 30 damage times the number of heads.

Strategy Tip

A really good Lickitung – very possibly an improvement on the original. High HP with decent offensive attacks make Lickitung the new Colorless beatstick. Look for him to appear in a lot of decks. The only downside is the triple retreat, though.

Brock's Rhyhorn



Rating:



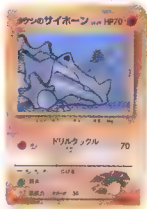
60 Hp Type: Basic F
LV: 25
Card Number: 111 (–)
FFC: Takedown 40
Effect: This Pokémon does 10 damage to itself.
-CC Retreat
G Weakness
L Resistance (Damage -30)

CC: Horn Throw 20
Effect: If your opponent has any Benched Pokémon, choose 1 of them and switch it with the Defending Pokémon. (Do the damage before switching Pokémon.)

Strategy Tip

This Pokémon is just terrible. Horn Throw is just bad – we know how good Whirlwind is, or isn't. Takedown is just horrible for the cost.

Brock's Rhyhorn



Rating:



70 Hp Type: Basic F
LV: 29
Card Number: 113 (C)
-CCC Retreat
G Weakness
L Resistance (Damage -30)

FC: Drill Tackle 70
Effect: Flip 2 coins. If either is tails, this attack does nothing.

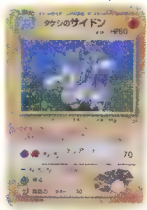
Strategy Tip

Well, if you're using a rigged coin or are a really lucky player, this Pokémon is incredible. For the rest of the world, though, this guy is way too risky to put in any deck.

Legend

- H ~Holofoil
- R ~Rare
- Un ~Uncommon
- C ~Common
- RH ~Rare Hologram
- URH ~Ultra Rare Hologram

Brock's Rhydon



Rating:



80 Hp Type: Stage-1 F
LV: 38
Card Number: 112 (RH)
FFCC: Lariat 70
Effect: Flip a coin. If tails, this attack does nothing.
-CCC Retreat
G Weakness
L Resistance (Damage -30)

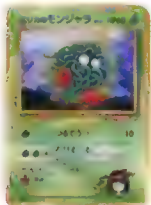
[Pokémon Power] Bench Guard
Effect: This Power is used only when this Pokémon is on your Bench. If an attack does damage to a Pokémon on your Bench, that damage is reduced by 10. (If the attack does damage to more than one Pokémon on your Bench, choose 1 of them.)

Strategy Tip

The Pokémon Power is virtually worthless, the retreat is high, and his attack still is very risky for 4 Energy. Probably not going to be played much.

Gym 1 Translations

Erika's Tangela



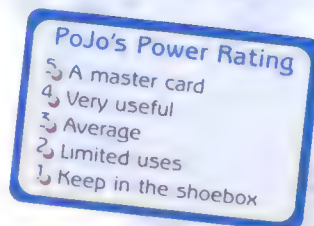
Rating: 3/5

60 Hp Type: Basic G
LV: 21
Card Number: 115 (C)
G: Vine Whip 10
-CC Retreat
R Weakness
F Resistance (Damage -30)

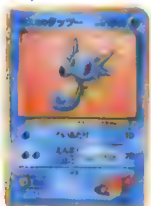
GGC: Growing Vine
Effect: Choose 1 of your opponent's Benched Pokémon. This attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Strategy Tip

The attacks are not very good. Retreat is marginally bad, but the HP is okay. This is not all that great.



Misty's Horsea



Rating: 3/5

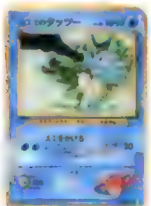
40 Hp Type: Basic C
LV: 10
Card Number: 116 (C)
W: Tackle 10
Retreat
L Weakness

WW: Smokescreen: 20
Effect: If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

Strategy Tip

Bad HP and the tackle is pretty lame. Smokescreen and no retreat are the good parts to this Pokémon. Still will not see very much play.

Misty's Horsea



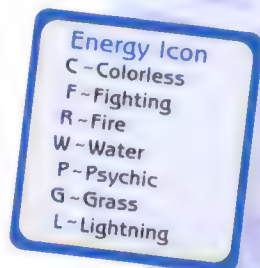
Rating: 3/5

50 Hp Type: Basic W
LV: 16
Card Number: 116 (C)
P Psy Punch: 20
Retreat
L Weakness

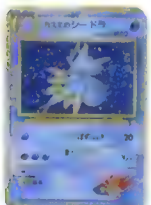
WW: Ink Spray 20
Effect: Flip a coin. If heads, whenever the Defending Pokémon attacks, your opponent flips a coin. If tails, that attack does nothing. This effect lasts until the Defending Pokémon is Benched.

Strategy Tip

Better HP, but the attacks are absolutely horrid. No retreat is nice, but there's nothing good to back it up. Forget about playing with this.



Misty's Seadra



Rating: 3/5

70 Hp Type: Stage-1 W
LV: 30
Card Number: 117 (RH)
W: Tail Whip 20
-C Retreat
L Weakness

WWW: KO Needle 30+
Effect: Flip 2 coins. If both are heads, this attack does 60 more damage.

Strategy Tip

Goodness, we want to find this good here. Tail Whip is decent, and KO Needle has the potential to be devastating, but you have to be lucky.

Misty's Goldeen



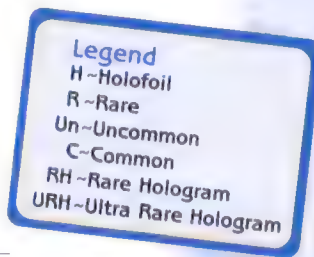
Rating: 3/5

30 Hp Type: Basic W
LV: 08
Card Number: 118 (-)
Retreat
L Weakness

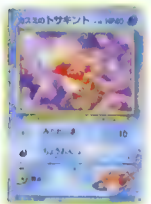
W: Horn Hazard 30
Effect: Flip a coin. If tails, this attack does nothing.

Strategy Tip

It's a weaker Nidoran Male. Thirty HP is just not going to cut it for a Pokémon to be offensive.



Misty's Goldeen



Rating: 3/5

40 Hp Type: Basic W
LV: 10
Card Number: 118 (C)
C: Fury Attack 10x
Effect: Flip 2 coins. This attack does 10 damage times the number of heads.
-C Retreat
L Weakness

W: Confuse Ray
Effect: Flip a coin. If heads, the Defending Pokémon is now Confused.

Strategy Tip

Fury Attack is worth looking at, and Confuse Ray for 1 Water is real good. Low HP, but Confuse Ray makes up for it.

20

Gym 1 Translations

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Misty's Seaking



Rating:



60 Hp Type: Stage-1 P
LV: 30
Card Number: 119 (-)
W: Horn Attack 10
-C Retreat
L Weakness

WW: Undertow 30

Effect: If your opponent has any Benched Pokémon, choose 1 of them and flip a coin. If heads, this attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Strategy Tip

The second attack is okay, but not fantastic. This is a slight improvement over the old Seaking, but still not really playable.

Misty's Staryu



Rating:



40 Hp Type: Basic W
LV: 16
Card Number: 120 (C)
-C Retreat
L Weakness

W: Star Boomerang 20

Effect: Flip a coin. If heads, return this card and all cards attached to it to your hand.

Strategy Tip

Star Boomerang's only real use would be against a Water-weak Pokémon when you want to hit and run. Outside of that, it's pretty worthless.

Misty's Staryu



Rating:



50 Hp Type: Basic W
LV: 20
Card Number: 120 (-)
-C Retreat
L Weakness

WC: Swift 20

Effect: Don't apply Weakness, Resistance or Pokémon Powers for this attack.

Strategy Tip

Well, since nothing out there is resistant to Water, this card only becomes better against Erika's Dratini. Outside of that, leave this thing alone.

Misty's Starmie



Rating:



80 Hp Type: Stage-1 W
LV: 35
Card Number: 121 (-)
WWW: Bubblebeam 30
Effect: Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
-CC Retreat
L Weakness

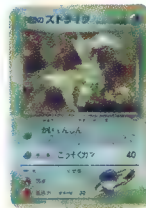
W: Water Gun 10+

Effect: This attack does 10 more damage for each W Energy attached to this Pokémon, but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

Strategy Tip

Not completely horrible. Water Gun is always good, and Bubblebeam is useful. If you're going to evolve water Pokémon, though, this one is not your best bet.

Team Rocket's Scyther



Rating:



60 Hp Type: Basic G
LV: 23
Card Number: 123 (RH)
GCC: Speed Scythe
-C Retreat
R Weakness
F Resistance (Damage -30)

G: Shadow Image

Effect: If the Attacking Pokémon's attack does damage to this Pokémon, your opponent flips a coin. If heads, prevent all damage done to this Pokémon by that attack (any other effects of the attack still happen).

Strategy Tip

Not as good as the original, but then again what is? Shadow Image is incredible, though, and Speed Scythe is really good for the cost. Yeah, it has a retreat cost, but it's still incredible.

Lt. Surge's Electabuzz



Rating:



60 Hp Type: Basic L
LV: 22
Card Number: 125 (-)
L: Electricity
Effect: Choose up to 2 L Energy cards in your discard pile and attach them to this Pokémon.
-CC Retreat
F Weakness

LL: Thunderblast 20

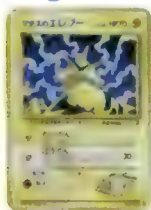
Effect: Choose 1 L Energy card attached to this Pokémon, and move it to 1 of your Benched Pokémon. (If you have no Benched Pokémon, discard the L Energy card instead.)

Strategy Tip

It makes us cry to see such a bad Electabuzz. His attacks are really lackluster. There is no point to playing with him when better Electabuzz are available.

Gym 1 Translations

Lt. Surge's Electabuzz



Rating



70 Hp Type: Basic L
LV: 28
Card Number: 125 (RH)
L: Electricity
Effect: Choose up to 2 L Energy cards from your discard pile and attach them to this Pokémon.
-CC Retreat
F Weakness

L: Discharge 30x
Effect: Discard all L Energy cards attached to this Pokémon in order to use this attack. Flip a coin for each L Energy card discarded in this way. This attack does 30 damage times the number of heads.

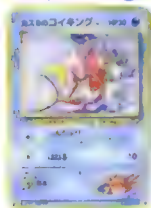
Strategy Tip

Is he better than the original? Not quite, but close. Electricity is incredible, and Discharge can utterly unload on an opponent. This card is much better in the mid-to-late game, but at that point, it's just a solid finisher.

Pojo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Misty's Magikarp



Rating



30 Hp Type: Basic W
LV: 05
Card Number: 129 (C)
C: Splash 10
-C Retreat
L Weakness

C: Play Dead
Effect: Flip a coin. If heads, during your opponent's next turn, prevent all damage done to this Pokémon by attacks. (Other effects are unchanged).

Strategy Tip

This Magikarp is actually semi-decent. Why? It might be able to keep itself alive until it evolves. No real attack potential, though.

Misty's Gyarados



Rating



100 Hp Type: Stage-1 W
LV: 42
Card Number: 130 (RH)
WWWW: Hydro Crash 70
-CCC Retreat
G Weakness
F Resistance (Damage -30)

[Pokémon Power] Defiance
Effect: Whenever this Pokémon attacks, flip 2 coins. If both are tails, that attack does nothing, and shuffle this cards and all cards attached to it into your deck. This Power works even if this Pokémon is Confused.

Strategy Tip

Really good in a Rain Dance deck, but Defiance is a pretty scary Pokémon Power. Don't expect it to be that big a problem, though, and watch Hydro Crash rip through some decks.

Energy Icon

- C ~ Colorless
- F ~ Fighting
- R ~ Fire
- W ~ Water
- P ~ Psychic
- G ~ Grass
- L ~ Lightning

Lt. Surge's Eevee



Rating



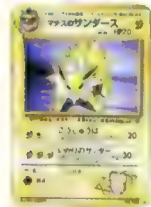
40 Hp Type: Basic C
LV: 10
Card Number: 133 (UN)
CC: Scratch 20
-C Retreat
F Weakness
P Resistance (Damage -30)

C: Surprise
Effect: Choose a card, unseen, from your opponent's hand. Look at that card, then shuffle it into your opponent's deck.

Strategy Tip

Surprise can sure put your opponent between a rock and a hard place. The attack is okay, but this is not an outstanding Pokémon.

Lt. Surge's Jolteon



Rating



70 Hp Type: Stage-1 L
LV: 32
Card Number: 135 (R)
LC: Blind 20
Effect: Flip a coin. If heads, during your opponent's next turn, you opponent cannot play any Trainer cards.
-C Retreat
F Weakness

LLL: Thunder Rage: 30+
Effect: This attack does 10 more damage for each damage counter on this Pokémon. Flip a coin. If tails, this Pokémon does 30 damage to itself.

Strategy Tip

Overall, this Pokémon is not that bad. Blind is pretty good, and Thunder Rage can deal a lot of damage really fast. Once again, Eevee gets a good Evolution.

Legend

- H ~ Holofoil
- R ~ Rare
- Un ~ Uncommon
- C ~ Common
- RH ~ Rare Hologram
- URH ~ Ultra Rare Hologram

Team Rocket's Moltres



Rating



60 Hp Type: Basic R
LV: 26
Card Number: 146 (RH)
RRR: Fire Wall 40
Effect: During your opponent's next turn, if an attack does damage to this Pokémon, this Pokémon does 10 damage to the attacking Pokémon.
-CC Retreat
Weakness
F Resistance (damage -30)

[Pokémon Power] Rebirth
Effect: You can use this power only when this Pokémon is Knocked Out. Return this card from your discard pile to your hand. This power stops working when this Pokémon is Asleep, Confused or Paralyzed when the opponent attacks.

Strategy Tip

Rebirth is fairly strong. Fire Wall is a decent attack with the second part giving the opponent something to think about. Should see some play.

Gym 1 Translations

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Erika's Dratini



Rating:



40 Hp Type: Basic C
LV: 14
Card Number: 147 (UN)
CC: Tail Attack 10+
Effect: Flip a coin. If heads, this attack does 20 more damage.
-C Retreat
Weakness
P Resistance (Damage -30)

[Pokémon Power] Mysterious Barrier
Effect: Whenever an attack from a Basic Pokémon does 20 or more damage to this Pokémon, that damage is reduced to 10. This Power stops working while this Pokémon is Asleep, Confused, or Paralyzed.

Strategy Tip

As Basic-dominated as the tournament scene is, this Pokémon might be okay. Tail Attack is always good. Not great, but a good stepping-stone Pokémon.

Erika's Dragonair



Rating:



80 Hp Type: Stage-1 C
LV: 32
Card Number: 148 (RH)
CCCC: Lead
Effect: Shuffle this Pokémon and the Defending Pokémon and all cards attached to them into their respective decks.
-CC Retreat
Weakness
P Resistance (damage -30)

CCC: Blizzard 30
Effect: Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon; if tails, this attack does 10 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Strategy Tip

Blizzard is still a good attack, but Lead still has yet to show how useful it is. It could be incredible or really bad; it will be dependent on the deck it's in.

Energy Icon

- C ~ Colorless
- F ~ Fighting
- R ~ Fire
- W ~ Water
- P ~ Psychic
- G ~ Grass
- L ~ Lightning

Crystal of Wellness



Rating:



Type: Trainer
No Number: (RH)
Effect: Discard 2 of the other cards in your hand in order to choose 1 Basic Pokémon in your discard pile and put it on your Bench.

Strategy Tip

It's an "Item Finder" of Basics. While better than Revive, I can't see many decks running more than one or two of these. Then again, your low-Basic decks might just love it.

Team Rocket's Trap



Rating:



Type: Trainer
No Number: (RH)
Effect: Flip a coin. If heads, choose three cards from your opponent's hand, unseen, and shuffle them into your opponent's deck.

Strategy Tip

This card can win games before they even have a chance to begin. Provided you can flip heads okay, this card can be a completely crushing blow to the opponent before they even get a chance to start.

Misty



Rating:



Type: Trainer
No Number: (R)
Effect: You must discard 2 of the other cards in your hand in order to play this card. If one of your Misty Pokémon attacks this turn, and does damage, that damage is increased by 20. (Damage to Benched Pokémon is unchanged).

NOTE: This card is a non-hologram version, alternate art version of the 'Hanada City Gym Deck' card.

Strategy Tip

This card is just a double PlusPower than can only be used on Misty's Pokémon and requires 3 total cards. No thank you.

Misty (Foil)



Rating:



Type: Trainer
No Number: (R)
Effect: You must discard 2 of the other cards in your hand in order to play this card. If one of your Misty Pokémon attacks this turn, and does damage, that damage is increased by 20. (Damage to Benched Pokémon is unchanged).

NOTE: This card is a non-hologram version, alternate art version of the 'Hanada City Gym Deck' card.

Strategy Tip

This card is just a double PlusPower than can only be used on Misty's Pokémon and requires 3 total cards. No thank you.

Gym 1 Translations

Brock



Rating:



Type: Trainer
No Number: (R)
Effect: Remove 1 damage counter from each of your Pokémon.

Strategy Tip

Kind of like a half Potion that works with all of your Pokémon instead of just one. Interesting but won't tip the scales that much in your favor.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Brock (Foil)



Rating:



Type: Trainer
No Number: (R)
Effect: Remove 1 damage counter from each of your Pokémon.

Strategy Tip

Kind of like a half Potion that works with all of your Pokémon instead of just one. Interesting but won't tip the scales that much in your favor.

Erika



Rating:



Type: Trainer
No Number: (R)
Effect: Each player may draw up to 3 cards. (You draw your cards first).

NOTE: This card is a non-hologram, alternate art version of the 'Tamamushi City Gym Deck' card.

Strategy Tip

You don't really want to give your opponent 3 cards, but it's good to get them yourself. Look for decks that go off real fast to use this card. It's also abuseable in a stall deck, where your opponent might not want to draw the cards.

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning

Erika (Foil)



Rating:



Type: Trainer
No Number: (R)
Effect: Each player may draw up to 3 cards. (You draw your cards first).

NOTE: This card is a non-hologram, alternate art version of the 'Tamamushi City Gym Deck' card.

Strategy Tip

You don't really want to give your opponent 3 cards, but it's good to get them yourself. Look for decks that go off real fast to use this card. It's also abuseable in a stall deck, where your opponent might not want to draw the cards.

Lt. Surge



Rating:



Type: Trainer
No Number: (R)
Effect: If your Bench is not full, put your Active Pokémon on your Bench, then put a Basic Pokémon from your hand into your Active Position.

NOTE: This card is a non-hologram, alternate art version of the 'Kuchiba City Gym Deck' card.

Strategy Tip

This card is a very bad Switch. That's all.

Legend

- H - Holofoil
- R - Rare
- Un - Uncommon
- C - Common
- RH - Rare Hologram
- URH - Ultra Rare Hologram

Lt. Surge (Foil)



Rating:



Type: Trainer
No Number: (R)
Effect: If your Bench is not full, put your Active Pokémon on your Bench, then put a Basic Pokémon from your hand into your Active Position.

NOTE: This card is a non-hologram, alternate art version of the 'Kuchiba City Gym Deck' card.

Strategy Tip

This card is a very bad Switch. That's all.

Gym 1 Translations

Removal Prohibition Gym

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox



Rating:

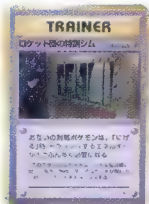


Type: Trainer
No Number: (R)
Effect: Each player cannot play an Energy Removal or Super Energy Removal unless they discard 2 of the other cards in their hand. (This Stadium card stays in play for the entire game. If another Stadium card is played, this card is discarded.)

Strategy Tip

This card will be the bane of Energy Removal decks. It is really good in a low-Energy deck.

Rocket's Special Instruction Gym



Rating:



Type: Trainer
No Number: (R)
Effect: Each Active Pokémon's Retreat Cost is increased by 1. (This Stadium card stays in play for the entire game. If another Stadium card is played, this card is discarded.)

Strategy Tip

Decks using Scoop Up and Switch can utilize this card well, but overall I don't think it will have much impact.

Confusion Gym



Rating:



Type: Trainer No Number: (R)
Effect: Whenever any player plays a Trainer card that isn't a Stadium Card, that player flips a coin. If tails, that player cannot use that Trainer card, and his or her opponent may use that card instead. If the Trainer card is attached to a Pokémon (such as PlusPower), or is put into play (such as

Clefairy Doll), you cannot use that card. If the card requires you to do something, (such as discarding cards from your hand), and you aren't able to, you can't use it. Either way, the card is discarded afterward. (This Stadium card stays in play for the entire game. If another Stadium card is played, this card is discarded.)

Strategy Tip

This may be the best Gym. Used in a deck running few Trainers can make it quite a problem for your opponent, deterring them from playing some Trainers that they definitely not want thrown back at them.

Misty's Pleading



Rating:



Type: Trainer
No Number: (R)
Effect: Look at one of your Prizes. Then, ask your opponent if you may exchange it with one of the cards in your hand. If it's okay, exchange the Prize that you looked at with one of the cards in your hand. If it's not okay, draw 1 card.

Strategy Tip

This card might work really well with multiple Oaks in a deck. Your opponent will probably not want to give you the free card, so they'll more than likely let you exchange with a random prize. In that case, just swap an extra Oak or something you'll want later. It's an okay card.

Refined Criticism



Rating:



Type: Trainer
No Number: (R)
Effect: Attach this card to your Active Pokémon. At the end of your opponent's next turn, return this card to your hand. If the attached Pokémon is Knocked Out, this card is discarded instead. Whenever an attack from the attached Pokémon does damage to your

opponent's Active Pokémon, you may reduce that damage by as much as you want.

Strategy Tip

The perfect Mr. Mime killer, but not very useful beyond that. Should not see any real play.

Lt. Surge's Secret Operation



Rating:



Type: Trainer
No Number: (R)
Effect: Put a card from your hand face down on your Bench. While this card is face-down, it acts as a Basic Pokémon. During your turn, you may turn that card face up. If that card attacks, uses a Pokémon Power, Evolves, Retreats, or damage is done to it, turn that card face up.

(If the card is turned face up, and the card is not a Basic Pokémon, discard it and all cards attached to it.)

Strategy Tip

This is a really fun card, but I don't see it having much of a tournament impact. You may be able to use it as a decoy tactic.

Gym 1 Translations

Brock's Protection



Rating:



Type: Trainer
No Number: (R)
Effect: Attach this card to one of your Brock Pokémon. Energy cards attached to this Pokémon cannot be removed by attacks from your opponent's Pokémon or by Trainer cards played by your opponent.

Strategy Tip

This card is pretty good to protect a high-cost Pokémon to make sure it's effective. It's probably not useful enough, though, to warrant playing.

Pojo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Lowered Resistance Gym



Rating:



Type: Trainer
No Number: (R)
Effect: Each Pokémon's Resistance is reduced by 20. (If the Resistance is -30, it is now -10.) (This Stadium card stays in play for the entire game. If another Stadium card is played, discard this card.)

Strategy Tip

Fighting and Psychic decks will need this to be able to get around all the resistant Pokémon. Outside of that, not overly good.

Hanada City Gym



Rating:



Type: Trainer
No Number: (UN)
Effect: Each Misty Pokémon's Retreat Cost is reduced by 1. (This cannot reduce the Retreat Cost below 0.) (This Stadium card stays in play for the entire game. If another Stadium card is played, discard this card.)

Strategy Tip

Reducing retreat costs is always good, but unless almost all the Pokémon are Misty's, it's probably not that great.

Energy Icon

- C ~ Colorless
- F ~ Fighting
- R ~ Fire
- W ~ Water
- P ~ Psychic
- G ~ Grass
- L ~ Lightning

Kuchiba City Gym



Rating:



Type: Trainer
No Number: (UN)
Effect: Whenever any player attacks with a Lt. Surge Pokémon, that player may flip a coin. If heads, and that attack does damage, that attack does 10 more damage. If tails, that Pokémon does 10 damage to itself. (This Stadium card stays in play for the entire game.)

game. If another Stadium card is played, discard this card)

Strategy Tip

Overall, not really useful. This Gym will cause as much pain as it does help. The only good thing is that you are not forced to flip the coin.

Nivi City Gym



Rating:



Type: Trainer
No Number: (UN)
Effect: Don't apply Resistance for the Defending Pokémon when a Brock Pokémon attacks. (This Stadium card stays in play for the entire game. If another Stadium card is played, discard this card.)

Strategy Tip

This card is great in an all-Brock deck, since there are so many Fight-resistant Pokémon. Lower Resistance Gym may be more useful, though.

Legend

- H ~ Holofoil
- R ~ Rare
- Un ~ Uncommon
- C ~ Common
- RH ~ Rare Hologram
- URH ~ Ultra Rare Hologram

Tamamushi City Gym



Rating:



Type: Trainer
No Number: (UN)
Effect: During his or her turn, a player may discard 1 Energy card attached to 1 of his or her Erika Pokémon. If so, that Pokémon is no longer Asleep, Confused, Paralyzed or Poisoned. (This Stadium card stays in play for the entire game. If another Stadium card is played, discard this card.)

Strategy Tip

Its limited usefulness make it a card that should see very little play, even in decks with Erika's Pokémon.

Gym 1 Translations

Pojo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Erika's Kindness



Rating:



Type: Trainer
No Number: (UN)
Effect: Remove 2 damage counters from each Pokémon in play. (This includes your opponent's Pokémon.)

Strategy Tip

Tremendous in a stall deck. Look for Alakazam decks to just break this card, which might be better than Pokémon Center in the right deck.

Brock's Method of Breeding



Rating:



Type: Trainer
No Number: (UN)
Effect: Search your deck for a Basic Brock Pokémon or Brock Evolution card, show it to your opponent, then put it into your hand. Shuffle your deck afterward.

Strategy Tip

In an almost all-Brock deck, this card is definitely good. It's a Pokémon Trader without the trading. It will see some play.

Energy Icon

- C ~ Colorless
- F ~ Fighting
- R ~ Fire
- W ~ Water
- P ~ Psychic
- G ~ Grass
- L ~ Lightning

Remembrance



Rating:



Type: Trainer
No Number: (UN)
Effect: Your Evolved Active Pokémon, for this turn only, may use an attack from a lower-level of Evolution.

Strategy Tip

I can certainly think of some situations in which this card would be useful, but those will be few and far in between. Not enough justification to play this card.

Spy Tactics



Rating:



Type: Trainer
No Number: (UN)
Effect: Look at your opponent's hand, then, discard as many cards from your hand as you wish. Afterward, draw the same number of cards that you discarded.

Strategy Tip

We can't help but like this card. Being able to look at your opponent's hand, then discard useless stuff from you hand to draw cards is pretty good. Should see use.

Proper Etiquette



Rating:



Type: Trainer
No Number: (UN)
Effect: You must have no Basic Pokémon in your hand in order to play this card. Show your hand to your opponent. Then, search your deck for a Basic Pokémon, show it to your opponent, then put it into your hand. Shuffle your deck afterward.

Strategy Tip

I really like this card. It lets you run a leaner, meaner deck. Provided you can get past the opening hand without a mulligan, this card is just great.

Legend

- H ~ Holofoil
- R ~ Rare
- Un ~ Uncommon
- C ~ Common
- RH ~ Rare Hologram
- URH ~ Ultra Rare Hologram

Erika's Attendants



Rating:

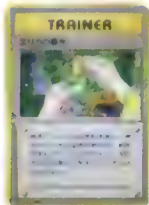


Type: Trainer
No Number: (UN)
Effect: Shuffle 2 cards from your hand into your deck in order to search your deck for up to 2 Erika Pokémon, show them to your opponent, then put them into your hand. Shuffle your deck afterward.

Strategy Tip

This card could certainly be playable. Since it does not specify Basic, it's like a limited, double Pokémon Trader that lets you trade any card. Erika's Pokémon will love this card.

Erika's Perfume



Rating



Type: Trainer

No Number: (UN)

Effect: Look at your opponent's hand. As long as your opponent's Bench is not full, choose as many Basic Pokémon from your opponent's hand as you like, and put them on his or her Bench.

Strategy Tip

Yes, the card could be situationally useful, but I don't see it being great. If it made that Pokémon Active, then maybe, but not Benching it.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Lt. Surge's Negotiations



Rating



Type: Trainer

No Number: (UN)

Effect: Ask your opponent if each of you may take 1 of your Prizes. If it's okay, each player may take 1 of his or her Prizes. If it's not okay, draw 1 card.

Strategy Tip

Why not? Aggressive decks will drool over this card. Look for super-fast-decks to use this card.

Misty's Rage



Rating



Type: Trainer

No Number: (UN)

Effect: Look at the top 7 cards of your deck. Put 2 of those cards into your hand, and discard the rest.

Strategy Tip

This card is utterly phenomenal in a deck that is looking to put together a combo. Other decks will use it as well. Decking could become an issue, but if your deck can handle it, this card is just da' bomb!

Energy Icon

- C ~ Colorless
- F ~ Fighting
- R ~ Fire
- W ~ Water
- P ~ Psychic
- G ~ Grass
- L ~ Lightning

Energy Circulate



Rating



Type: Trainer

No Number: (C)

Effect: Choose as many Basic Energy cards attached to 1 of your Pokémon as you wish, and return them to your hand.

Strategy Tip

This card does seem to have its uses, but we think for the most part it won't replace Energy Retrieval.

Narrow Gym



Rating



Type: Trainer

No Number: (C)

Effect: Each player's Bench can only have 4 or less Pokémon on it. While this card is in play, if a player have 5 or more Pokémon on his or her Bench, her or she returns 1 of them and all attached cards to his or her hand. (This Stadium card stays in play for the entire battle.)

If another Stadium card is played, this card is discarded.)

Strategy Tip

Almost completely worthless. This card will work, only slightly, against Wigglytuff decks. Including that use, keep it in the binder.

Misty's Tears



Rating



Type: Trainer

No Number: (C)

Effect: Discard 2 of the other cards in your hand in order to search your deck for up to 2 W Energy cards. Show them to your opponent, then put them into your hand. Shuffle your deck afterward.

Strategy Tip

A really, REALLY bad Energy Search. Possibly useful in "Rain Dance," but we doubt it.

Legend

- H ~ Holofoil
- R ~ Rare
- Un ~ Uncommon
- C ~ Common
- RH ~ Rare Hologram
- URH ~ Ultra Rare Hologram

Misty's Game



Rating



Type: Trainer

No Number: (C)

Effect: Play a game of Rock-Paper-Scissors with your opponent. The loser shuffles his or her hand into his or her deck, then draws 5 cards.

Strategy Tip

This card could be multi-useful. You can try to lose when your hand is empty, or try to flush out a big hand by your opponent. Might have its uses.

Top Cat

Psychic "Night Shade" Deck Reigns Supreme

For more than a year, we've been posting Killer Deck Reports at www.PoJo.com. Currently, there are well over 1,000 reports on the site.

What is a Killer Deck Report? When people play in a Pokémon Trading Card Game tournament, they like to tell others around the world how they did. They like to list their decks and give a round-by-round account of how they fared. It doesn't matter if your deck did poorly or well because it's a good learning experience for everybody.

Every month we give away free prizes (such as cards and PoJo T-shirts) to the person who wrote the best report. We've also decided to print the monthly winner's report in PoJo's Unofficial News & Price Guide Monthly.

So without further adieu, here's this month's winning report.

By Justin (Top Cat) Smith

Hello again, fellow Poké-enthusiasts and PoJo-holics! After receiving so many compliments on my last deck, "Shadows in Motion," I decided to submit another one. In my opinion, my newly reformed Psychic deck, "Night Shade," is even better!

Last November 28, I went to another play-and-trade day at The Action Figure Cantina in Wexford, Pa. Many people tried to beat me, but they all failed. As Meowth would say, "I'm the top cat around here," when it comes to tourneys and play-and-trade days.

"Night Shade"

Pokémon (26)

- 3 (Fossil) Gastly
- 3 (Fossil) Haunter
- 3 (Fossil) Gengar
- 2 Mewtwo
- 3 Abra
- 3 Kadabra
- 2 Alakazam
- 3 Chansey
- 4 Mr. Mime

Trainers (12)

- 4 Super Energy Removal
- 2 Energy Removal
- 3 Impostor Professor Oak
- 2 Pokémon Center
- 1 Gust of Wind

Energy (22)

- 22 Psychic Energy

Take a look at "Night Shade" and then see how it performed in eight matches.

Match 1 versus Matt's Psychic/ Water deck:

I began by drawing a good hand (after a mulligan) — 4 Mr. Mimes and 3 Psychic Energies. After my first Active got KO'd, I sent out a Mr. Mime I'd been building up on the Bench, Meditated and knocked out his Squirtle. After losing a Poliwhg, he managed to evolve a Benched Squirtle into Blastoise! He Rain Danced two Energies onto his Active Poliwhg and Water Gunned me for 20 damage. I Retreated Mr. Mime in favor of a Chansey I had just drawn and Super Energy Removal-ed (SER-ed) his Poliwhg.

Over the next few rounds, I evolved a Benched (Fossil) Gastly into Gengar and a Benched Abra into Alakazam. From that point on, it was purely academic — I Meditated repeatedly with a new Mr. Mime and moved all damage to Chansey. Eventually, he was forced to send out an Energy-less Blastoise, which I knocked out for the victory!

Match 2 versus Rich's Grass/ Colorless/Electric Potpourri deck:

This match began with me in serious jeopardy. I drew an Abra, a Mr. Mime and five Energy cards. At this point, I was thinking, "I'm gonna lose to this guy!" until he flipped over his Active — a Clefairy. He eventually evolved the Clefairy into Clefable and Metronomed my Mr. Mime for 20 damage. On his next turn, he used Metronome once again, and it would have KO'd my Mime if it weren't for its Invisible Wall Pokémon Power. I retreated Mr. Mime in favor of a Kadabra, which he eventually KO'd.

Flash forward a few rounds: I finally drew a Chansey and used Double Edge to take out his Clefable, which unfortunately knocked out Chansey in the process. My opponent said, "Now I'm angry!" and benched a Magnemite. Unimpressed, I kept stalling with Mr. Mime while occasionally using Professor Oak. He tried numerous times to use his (Fossil) Magnet on me, but I kept Energy Removal-ing (ER-ing) him to death.

He was about to lose, when he said, "This is getting boring — I forfeit!" I guess he couldn't withstand the power of Psychic stall decks!

Match 3 versus Brett's "Rain Dance:"

In our first match, he got out a Gyarados early, but it was obviously counterfeited. In fact, it wasn't even a holofoil! I refused to play against him unless he took it out. He agreed and we began our second match. It started out OK, with my getting a (Fossil) Gastly, a Mr. Mime, an Alakazam, a Pokémon Center and three Energy cards. Not bad, eh?

After my Gastly and his Dewgong stalemated, I promoted a Mr. Mime, which was knocked out by Dewgong's Aurora Beam. I sent out another Mr. Mime, Meditated, knocked out Dewgong, and drew Chansey as my Prize.

From there it was all downhill for him; I kept ER-ing and SER-ing his Pokémon, which went down agonizingly slowly in the face of Mr. Mime.

At one point, he had another Dewgong Active, but Double-edge took care of that. In the end, he was all over my deck, saying, "I'm converting to Psychic!"

Match 4 versus Daniel's Venusaur/Nidoking/Pinsir/Scyther deck:

This match was really short, as I got lucky once again. In my opening hand, I drew an Abra and he got a Nidoran Male. To cut to the chase, I Psyshocked twice for the win. Score one more for the Top Cat!

Match 5 versus Daniel's younger brother, Jake, with his — dramatic music — Psychic deck!:

This was my toughest match yet. What can I say? This kid is great!!

I drew a mulligan twice but finally got a good hand on my third draw: a Mewtwo, a Mr. Mime, a Chansey and four Energy cards. I sent out Mewtwo, while he played a Chansey and Benched two Abbras and a Base-set Gastly (chuckle).

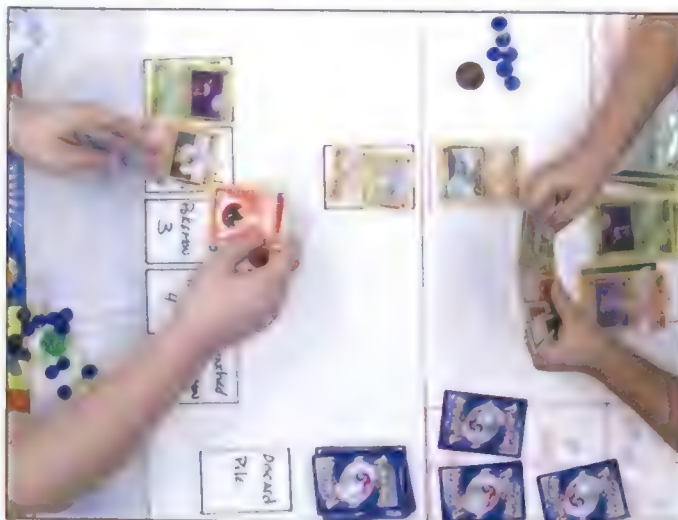
This could have been the hardest match of my life or the easiest, depending on how I played it. The way I figured it, he would try to Double-edge Mewtwo and then retreat Chansey. It seemed as though my prediction was right — on his first turn, he slapped a Double Colorless Energy (DCE) onto Chansey and Scrunched, failing.

On my turn, I drew an ER and removed the DCE. Then, I attached a Psychic Energy to Mewtwo. He responded by slapping another DCE on Chansey and Scrunched, only this time it worked. I attached another Psychic Energy and used Barrier. He tried to use Double-edge, but I reminded him of Barrier and he broke down. He didn't forfeit like Rich; rather, he stuck in there and tried his best, which I admire. He soon "Breedered" his Abra into Alakazam and attached three Energies.

At the end, both of us had one prize remaining. Something kicked in and I thought to myself, "Hey, doofus, you're about to lose! Snap out of it and beat this guy!" Thanks to Gengar's Dark Mind Pokémon Power, which works from the Bench, I took my final Prize for the victory.

Match 6 versus Graham's modified "Bodyguard" deck:

This time, my opening hand was truly the pits; the only Pokémon I got were an Abra and a Haunter. The rest were three Impostor Professor Oaks



KILLER MATCH: Derek Ottaviano, 11, (left) challenges Nicholas Cliffe, 10, to a Pokémon battle at a Toys "R" Us in Paramus, N.J.

and two Pokémon Centers. He sent out Grimer and Benched two Zubats and a Koffing. We flipped, and he got to go first. Get this — he then proceeded to "Oak" four times in a row — that's 28 cards discarded! Next, he played four Bills, making a total of 36 discarded cards. He then Item Finder-ed the Professor Oaks back into his hand and "decked" himself during the first turn! No Lie!

Match 7 versus Steve's Charizard deck:

This match was called after one round, when his granny came and insisted he go home (no joke) when he didn't want to go! I guess that's another win for the Top Cat!

By this time, about half the people were gone. I had to find more opponents, and fast!

Match 8 versus Buddy's "Rainmaker" ("Haymaker" / "Rain Dance" hybrid) deck:

This was a close match — when I beat him, he had only one Prize remaining. It started out fairly good, with my getting both Mewtwos, a Kadabra, a Pokémon Center and three Energy cards. I played a Mewtwo, while he sent out a Hitmonchan and Benched three more.

I could see where this was going. I needed to really think about this one — 'Chan is weak versus Psychic, but Mewtwo's attacks aren't that powerful. And Mr. Mime would get crushed. My only hope was Kadabra.

He jabbed for 20. I drew an Abra — yes! — Benched it, and slapped an Energy onto it. I let him knock out the Active Mewtwo, because by that time

I had Kadabra pumped. I sent him out and whooped three 'Chans, with no damage done to Kadabra. What's more, all three of my Prizes were Chanseys.

Then, he sent out — dramatic music — a Chansey! While I pounded the big, pink Egg Pokémon, he got a Gyarados ready. I thought I was finished. Not even the mighty Kadabra can defeat the water-snake-o'-death! But Alakazam can! After he Dragon Raged, I evolved him and swapped the damage to a Chansey. I Confuse Rayed his Gyarados twice, each time making his mighty snake hurt itself trying to attack.

He had one last Pokémon I hadn't noticed, though — a fully pumped Blastoise! He also had a heap of Potions and Super Potions, as well as enough Energies to handle my ERs and SERs. I tried Confuse Ray several times, which he countered with Potions and Super Potions. He KO'd Alakazam, and I sent a badly damaged Chansey into play. He knocked it out, drawing his third Prize. I sent out a Chansey I'd pumped up earlier and Double-edged. Only 20 HP remained on Blastoise, but I KO'd Chansey in the process.

Eventually, I sent out a fully loaded Mewtwo and Psychic-ed for the win! Yeah!

My final record: 8-0!

All in all, it was a great day for Top Cat — and an even greater day for "Night Shade!" ★

For more Killer Decks, check out www.poj.com.

The Deck Garage

By Tyler Grund and
Peter (Spike) Bayless

Deck Mechanic Tyler

Grund: The first deck comes to us from Jason, a fellow Poké-fanatic with strong deck-building skills. His "Mewtwo Haymaker" is well thought-out and strong from front to back.

One of the few changes I recommend is paring down the number of Electabuzz. This is one of my favorite Pokémon; however, there's a problem when this deck

"Jason's Mewtwo Haymaker"

Pokémon (11)

- 4 (Basic) Electabuzz
- 3 (Promo) Mewtwo
- 2 Ditto
- 2 Scyther

Trainers (27)

- 4 Energy Removal
- 4 Super Energy Removal
- 3 Bill
- 3 Professor Oak
- 3 Gust of Wind
- 3 Computer Search
- 3 PlusPower
- 2 Scoop Up
- 1 Item Finder
- 1 Mr. Fuji

Energy (22)

- 10 Psychic Energy
- 9 Electric Energy
- 3 Double Colorless Energy

The Place to TUNE UP YOUR DECK



A Helping Hand: Kieren Chase of Wizards of the Coast shows a young player how to build a dynamite deck last year at the first Pokémon Trainer Showdown Battles in Chicago.

encounters a strong Fighting deck. It's true that with the introduction of Scyther and the increased use of Psychic, Fighting is not what it once was, but there are still plenty of Hitmonchan floating around. Three Electabuzz are plenty.

This single change goes a long way to fill the open slot. I recommend adding a third Scyther. Even though Fire Pokémon such as (Fossil) Magmar are popping up in many of today's top decks, Scyther's ability to retreat with no cost is highly valuable. This Grass Pokémon makes a great opener in any game. Even if he never throws

a punch, his ability to absorb damage makes him a valuable ally.

As I have said in the past, Trainers win games. This deck exemplifies this axiom. With 27 Trainers, it can take on virtually any challenge — it's got PlusPowers for dishing out that extra 10 damage and Scoop Ups for quick retreating or healing. Not much is needed here, only a little trimming. Three Computer Searches are a bit steep; in general, decks without any Evolutions need far less deck manipulation. I'd lose one in favor of another Energy.

Speaking of Energy, this deck is a bit low in this precious commodity, especially with all of the "Energy Removal" decks around. Even with Mewtwo's ability, you're sure to encounter a period during each game particularly at the beginning or the end — when you're critically low on Energy. Adding a few more would be highly advised. I recommend running at least 23 to 25 in all decks.

"Tentacool Damage Swap"

By Roberto Gonzalez
Pokémon (16)

- 4 Tentacool
- 3 Slowpoke
- 3 Abra
- 2 Kadabra
- 1 Alakazam
- 2 Kangaskhan
- 1 Chansey

Trainers (21))

- 4 Energy Removal
- 4 Super Energy Removal
- 4 Energy Retrieval
- 2 Pokémon Center
- 2 Gust of Wind
- 2 Switch
- 2 Computer Search
- 1 Professor Oak

Energy (23)

- 23 Psychic Energy

Ah, yes, the combo deck... Alakazam's Damage Swap is probably my favorite Pokémon Power of all. It may not be the most powerful, but it's surely the most fun to play.

With the advent of Fossil comes Tentacool. This is a very weak Pokémon that would never find its

way into any deck without Cowardice. This strange Pokémon Power allows Tentacool to bounce back into your hand at any time after being put into play (except the turn it is first played). The premise behind this deck is to move up to two damage counters from another Pokémon to each of your Tentacool and bounce them into oblivion. Cool, eh? However, there are a few problems.

First and foremost, one must not forget Tentacool is a 30-HP weakling that can be dispatched by many Pokémon with a single hit. As with most Alakazam decks, this means Gust of Wind is a serious threat. Tentacool cannot afford to find itself up front as the Active Pokémon — he is simply far too lame. This deck contains four Tentacools, which will bog it down and get the player off to a bad start. Would you like to open with Tentacool as your Active Pokémon? I recommend losing two of these guys; even though they are important to the combo, two are all you need.

Mr. Mime should fill these two vacancies nicely. This is a staple Pokémon in any good Alakazam deck. The reason is Mr. Mime's refusal to get KO'd in one turn. This ability to absorb beatings gives you time to swap the damage elsewhere.

Another core problem is the lack of Pokémon in the Alakazam Evolution line. With only one Alakazam and three Abas, there is little chance of them popping up in a game. I recommend losing all three Slowpokes and adding one more Abra, a Kadabra and an Alakazam. It's true Slowpoke's ability to get back those Trainers is fun, but it's not as useful as getting your game-winning combo out and working. Leave Slowpoke for your just-for-fun decks.

Now come the Trainers. I have one cardinal rule: Professor Oak and Bill belong in practically every deck. Why? They get you to the cards you need to win. This deck comes with one lonely Oak. Let's give him some friends; lose two of the four Energy Retrievals for one more Oak and one Bill. Then sack two of the Super Energy Removals for two more Bills, bringing the total number to three.

There are other Trainers I always want to put in decks, but alas, there is the 60-card maximum to keep in mind. I normally wouldn't put Energy Removals into a deck such as this, but it would be a good surprise for your opponent when you start dishing out as much Energy Removal as a "Haymaker."

Deck Mechanic Spike

Bayless: You've got a pretty good start here. Mono decks are always (well, usually) the easiest to fix, and Pokémon-wise you've gotten off on the right foot. But read on...

Running two Stage-2s is "iffy" under the best of conditions. With this many of them, it's insanity. You can start by cutting the entire Geodude/Graveler/Golem family

The Deck Garage

"Seismic Jab"

Pokémon (27)

- 4 Geodude
- 4 Graveler
- 2 Golem
- 4 Machop
- 4 Machoke
- 3 Machamp
- 2 Hitmonchan
- 2 Hitmonlee
- 1 Kangaskhan
- 1 Snorlax

Trainers (10)

- 1 Bill
- 2 Potion
- 2 Super Potion
- 2 Energy Removal
- 1 Super Energy Removal
- 1 Gust of Wind
- 1 Pokédex

Energy (23)

- 23 Fighting Energy

and reducing Machop/Machoke/Machamp to four, three and two, respectively.

Hear that giant sucking sound? It's the sound of air rushing in to fill the newly formed vacuum in this deck. Breathe deeply: your deck is on the road to a full recovery.

Next increase the number of Hitmonchan and Hitmonlee to three each. Finally, take out Snorlax and put in three more Kangaskhan. This will offset your enormous weakness to Psychic. If you can get a Kanga' Active — and we will be putting in Trainers

to help you do this — it will all but put a lock on a Psychic deck, since very few Psychic Pokémon do more than 30 damage in the first place. It would also be possible to keep Golem in, but since Golem is inferior to Machamp in almost every way, it's probably best to cram the Colorless Pokémon in there.

On to Trainers: The huge amount of space we were able to create will also help here. This is one of those decks where you should probably just rip out the Trainers and start from scratch. Put in three to four Bills, two to three Professor Oaks, two to three Computer Searches and three to four Energy Removals. Keep Gust of Wind and try to put in some Switches. If push comes to shove, keep the Switches over the Gusts, since this deck has high retreat costs.

Energy: This is why I love fixing mono decks. I debated with myself whether to include any Double Colorless Energy (DCE). After a while, I decided not to because Kanga' and Machoke are the only Pokémon that can really use it, and putting a DCE on a Machoke would be in vain if you ended up evolving it. This is an area where you might want to experiment on your own. Take out two Fighting Energy for a couple of DCE, and see if this does any better or worse.

Luckily for the creator of "Playing with Fire," I have a lot of experience with Fire — in fact, it's what I play most of the time. Fire's only real weaknesses are: (1) Water, (2) large Energy requirements and (3) discarding. If you can get a properly constructed Fire deck to go off successfully, though, it can usually ash anything in its path. So let's start.

Having both Charmeleon and Arcanine in the same deck is a bit much, so lose the lizard. Rapidash is good, although I usually prefer Ninetales in a mono-Fire deck, not just because it's my favorite but also because of its awesome attack power. However, there's no reason why you shouldn't keep him.

All your Magmars should be from the Fossil expansion. Use some card slots to pump up either Rapidash or Arcanine to three or four — I'd go with Arcanine, personally. As for Wigglytuff, there's nothing wrong with him. You're still highly weak against Water, but with Wiggly, Rapidash and Magmar, you should be able to stall long enough to scoop a few Prizes. Just don't expect it to be easy.

"Playing with Fire"

Pokémon (26)

- 4 Charmander
- 3 Charmeleon
- 3 Jigglypuff
- 3 Ponyta
- 2 Rapidash
- 3 Growlithe
- 2 Arcanine
- 2 (Basic) Magmar
- 2 (Fossil) Magmar
- 2 Wigglytuff

Trainers (12)

- 2 Mr. Fuji
- 2 Energy Retrieval
- 2 Bill
- 2 Computer Search
- 2 Professor Oak
- 2 Gambler

Energy (22)

- 20 Fire Energy
- 2 Double Colorless Energy

Your Trainers need a bit of work. First of all, delete the Gamblers and Mr. Fuji. They may be useful to prevent yourself from "decking," but at the level where this becomes a factor, it's a bad idea to be playing a Fire Evolution deck in the first place. As for the point about not discarding with Oaks, I'd much rather have to throw away a couple of good cards and be

guaranteed a new hand than have to rely on a coin flip — I hate flipping coins. Anyway, use the space to cram in two more Bills. Also put in some Energy Removals.

You should also add a Double Colorless Energy and two more Fire Energy. That makes your Energy the same as what I run, and since your deck has less discarding than mine, you shouldn't have any trouble.

Machamp is a very good Pokémon — if you can get him loaded and protect him from Energy Removal, he will clean house against almost anything but Psychic. Strikes Back can make that little bit of difference. Add to that the fact that he is probably the easiest holo to get your hot little hands on, and he constitutes a force that no Fighting evolution deck should be without. (OK, I'm generalizing, but you know what I mean.)

Against any Psychic deck (likely to be your major problem) simply Computer Search or "Oak" for a Kangaskhan, then load 'er up and punch your enemies into the middle of next week. If you meet Mr. Mime and can't seem to flip a single "heads," get a Hitmonchan, attach a Fighting energy, then Switch. Mr. Mime will do a whopping 20 damage before going back where he came from. ✱

Check out more deck repairs at www.poj0.com.

"Hitmonkhan"

Pokémon (19):

- 4 Machop
- 3 Machoke
- 2 Machamp
- 3 Hitmonlee
- 3 Hitmonchan
- 4 Kangaskhan

Trainers (17):

- 4 Bill
- 2 Professor Oak
- 3 Computer Search
- 4 Energy Removal
- 2 Switch
- 2 Gust of Wind

Energy (24):

- 24 Fighting

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Pre-constructed Deck Repairs

From Prefab to

FABUL

We get a lot of E-mail at pojo.com asking us to help players fix their theme decks. These pre-constructed decks are great because they supply beginners with everything they need to play Pokémon — even damage counters and a coin. The main problem with these decks, however, is that you usually get pummeled when you enter a tournament at your local card shop if you leave them as they were originally designed.

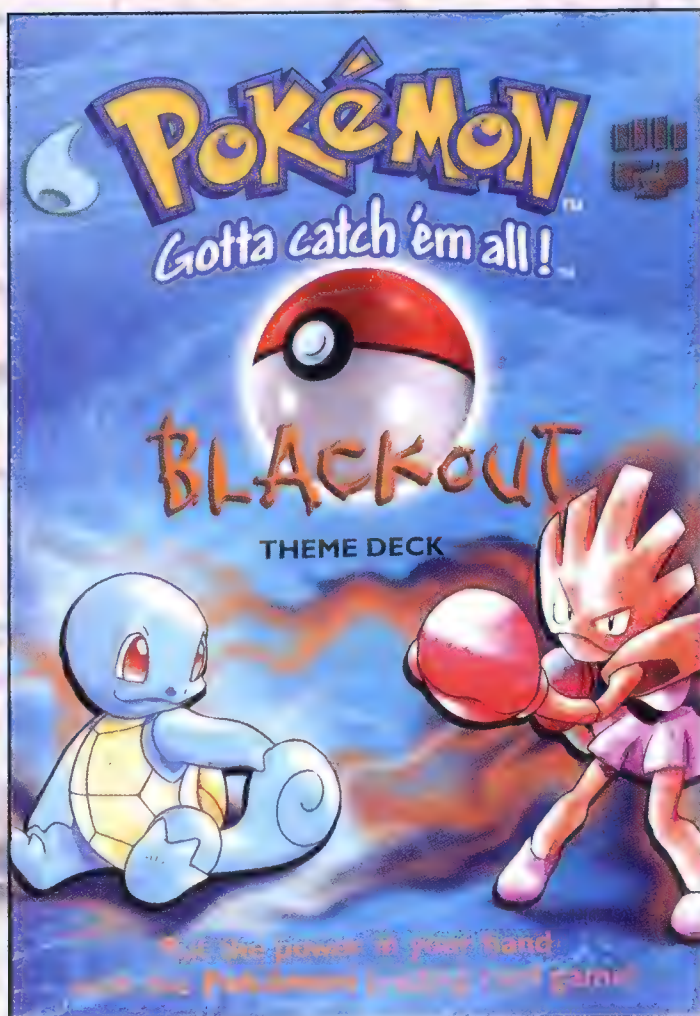
Simply put, the decks are just not powerful enough to take on other players' constructed decks.

So, we challenged our experts to revise some of the most popular theme decks to make them more competitive. But we gave them a few restrictions (we didn't want to go too easy on them, after all...):

1. To keep costs down, they could add only four "rare" Pokémon to the deck. (A deck may look great on paper, but if you can't afford half of the cards, who cares?)
2. They could add as many "rare" Trainers as they wanted because they are easy to trade for.
3. They could add as many "uncommons," which are relatively inexpensive, as they saw fit.
4. They had to retain the basic theme and Energy types of the deck.

You don't have to follow their advice to the letter, but this should help you get inside the heads of some good players and learn how to think like a Master Trainer. This month we present the four original Pokémon theme decks: "Blackout," "Brushfire," "Overgrowth," and "Zap!"

Next month we'll look at the Jungle and Fossil theme decks.



DOUS

Shedding Light on "Blackout"

By Aaron Teare

▲ Ahhh...memories! It seems like only yesterday when the almighty PoJo himself came to my house to teach me the collectible card game Pokémon. At my dining room table, he taught me the power of Energy Removal and how it can leave an opponent helpless. He trained me to use only the best Pokémon with the strongest attacks, and he showed me how Professor Oak

could instantly turn a losing hand into a winner. He did all this with the pre-constructed "Blackout" deck, and now he wants me to pass this knowledge on to you.

Actually, reconstructing this deck is quite simple because in its original form there are plenty of solid Pokémon and excellent Trainers.

By making a few adjustments, "Blackout" can be transformed from a fun deck into a killer deck!

Pokémon

As always, we need to start with a look at the Pokémon. Blackout uses Fighting and Water Pokémon with above-average attacks to quickly draw all six Prizes for the victory.

Saryu and Machop are excellent examples of what this deck does: hit hard for 20 damage with only one Energy! You'll notice my deck's Pokémon try to stick to this theme. Many of you will recognize Squirtle as a staple of the Rain Dance decks. If you've played this deck much, you know Squirtle is the weak link because of his low HP. I took him and Wartortle out for the far-superior Seel/Dewgong Evolution line. Both of these Pokémon have more HP, and Dewgong's Aurora Beam attack hits for 50 damage for a mere three Energy!

I removed both Onix and Sandshrew for different reasons. Onix has great HP, but his attacks are

Sure, those pre-constructed decks are a great value, but how do you get them tournament-ready?

geared more toward a stall deck. Sandshrew is a Fighting Pokémon with resistance to Electric attacks.

Unfortunately, its low HP and rather weak attacks make this a poor choice in most other situations. I replaced these guys with more Hitmonchan. If you've played the game for any amount of time, I'm sure you've run into this bruiser. His powerful attacks and 70 HP make him an automatic addition to any Fighting deck.

Finally, I took out Farfetch'd, a solid wild duck Pokémon that became popular due to its resistance to Fighting (such as Hitmonchan). Instead, I chose Lickitung because Psychic decks are all the rage now. A well-placed Lickitung can shut down a Psychic-heavy deck due to its resistance and status attacks.

Trainers

Now that we've geared our Pokémon to deal the most damage possible, let's adjust the Trainers to support this attack-based strategy.

Energy Removal is an excellent way to slow down your opponent. Decks that use Evolutions with Energy-intensive attacks (for instance, Charizard) can be shut down by a few well-placed Energy Removal cards.

While your opponent stalls out waiting to draw more Energy, you can easily polish off his Pokémon with a Super Punch or Aurora Beam attack.

Original Deck

Pokémon (24)

- 2 Farfetch'd
- 1 Hitmonchan
- 4 Machop
- 2 Machoke
- 3 Onix
- 3 Sandshrew
- 4 Squirtle
- 2 Wartortle
- 3 Saryu

Trainers (8)

- 4 Energy Removal
- 1 Super Energy Removal
- 1 Gust of Wind
- 1 PlusPower
- 1 Professor Oak

Energy (28)

- 16 Fighting Energy
- 12 Water Energy

Pre-constructed Deck Repairs

In light of this, I increased the Super Energy Removal count to three, since it's an easy "rare" to get. The secret to using Energy Removal is to be patient — don't always play a card just because you can. If you're going to KO your opponent's Active Pokémon on the next turn, save the Energy Removal for his next Pokémon.

I added two Gusts of Wind because they're another great basic Trainer, as well as two Scoop Ups. Use these Trainers to gain a strategic advantage over your opponent. Gust of Wind gives you the ability to finish off the damaged Pokémon your opponent just retreated.

Remember: This deck will win 99 percent of its games by drawing six Prizes, and Gust of Wind will help you get them faster.

Scoop Up works in a similar way. If you have a damaged Hitmonchan or Lickitung as your Active Pokémon, this Trainer rescues the Pokémon before your opponent can draw a Prize. At the same time, it lets you promote a new powered-up Pokémon from the Bench!

Scoop Up also can be a lifesaver if your Active Pokémon is Confused or Paralyzed and you need to retreat it in a hurry.

Last, but definitely not least, are the card-drawing Trainers. I've yet to see a deck that can't benefit from four Bills. This "common" gives you two cards for the price of one and is useful at any point in the game. Professor Oak is another way to quickly burn through your deck to find your "key" cards.

Just be careful not to overload on the Oaks — there's nothing worse than decking yourself when you're a turn away from winning.

Strategies

I came across some interesting points while giving this deck the final once-over: Pound for pound, Fighting Pokémon dish out more damage than any other type.

To balance this out, there are many playable Pokémon in the card pool with resistance to Fighting. Compare this to Water-type Pokémon. While unable to deal as much damage, you will notice there are virtually no Pokémon with a resistance to Water!

Aaron's Reconstructed "Blackout" Pokémon (17)

- 2 Lickitung
- 4 Hitmonchan
- 3 Machop
- 1 Hitmonlee
- 4 Seel
- 3 Dewgong

Trainers (17)

- 4 Energy Removal
- 3 Super Energy Removal
- 3 Gust of Wind
- 2 Scoop Up
- 4 Bill
- 1 Professor Oak

Energy (26)

- 14 Fighting Energy
- 12 Water Energy

Apply these observations when playing the deck. If your opponent breaks out a Scyther or Gastly, you'll need to rely on your non-Fighting attacks to win. Likewise, if your opponent employs Electric-type Pokémon to fry your Water monsters, you'll find your Fighting Pokémon invaluable, since Electrics are weak against them.

If during play testing you find you like or dislike certain aspects of this deck, there are other cards you might want to try. For instance, if you want to further exploit Energy

Removal, you can swap out Lickitung for a Dratini/Dragonair line. Or if you're brave, go for the Whirlpool attack of Poliwrath.

If you want a more aggressive feel, try adding PlusPower to further soup-up your already-potent Pokémon.

Fueling Up "Brushfire"

By Dr. Crash Landon

"Brushfire" offers several exciting features to both novice and experienced players. It contains many useful cards, provides important Energy cards and is playable straight out of the box...well, almost.

This is the problem with most pre-constructed decks: In actual play they start out well, but fizzle out due to the illogical assortment of cards.

"Brushfire" begins play with quick, ambitious Pokémon. However, the late game suffers, since the Trainers are too varied and unfocused.

Here's how the unrefined "Brushfire" deck looks:

By examining the Pokémon included in "Brushfire," we can see its strategy is to hit fast and hard, like a "Haymaker" deck.

Unfortunately, Grass Pokémon do not hit hard. For the most part they cause status problems instead. This is still a good strategy, but riskier than an old-fashioned slugfest. A combination of power and status-causing Pokémon though, should be a considerable challenge for any player.

Original Deck

Pokémon (22)

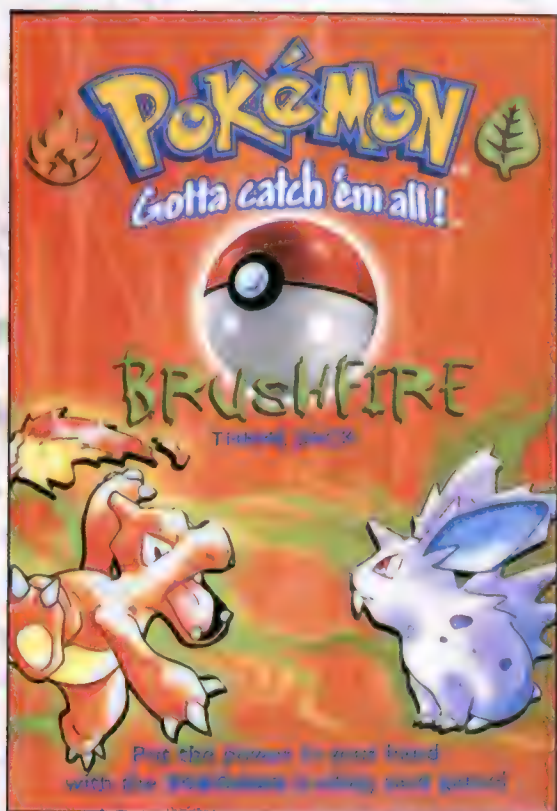
- 1 Arcanine
- 2 Growlithe
- 4 Charmander
- 2 Charmeleon
- 2 Vulpix
- 1 Ninetales
- 4 Nidoran (M)
- 2 Tangela
- 4 Weedle

Trainers (10)

- 1 Energy Removal
- 2 Energy Retrieval
- 1 Gust of Wind
- 1 Lass
- 1 PlusPower
- 3 Potion
- 1 Switch

Energy (28)

- 18 Fire Energy
- 10 Grass Energy



Also, the Grass Pokémon leave something to be desired — Nidorans are undependable, and Tangelas don't give enough for their cost requirements. And Weedles are too weak to make much of a difference anywhere.

The Fire Pokémon are better, but could still be improved. Arcanine is self-destructive and costs a lot for its moves. Ninetales also requires constant replacement of valuable Fire Energy. The damage is nice, but not worth it, especially at just one in the whole deck.

The Trainers are a mystery. No rhyme or reason was used here. It seems that an assortment was tossed in to give the player a taste but nothing more. Lass is also

a terrible waste of a "rare" slot. Good luck getting rid of that card!

Here are some cards that will make the "Brushfire" more effective:

(Fossil) Magmar — With quick, cost-effective attacks that possibly impair the enemy, four of these is a lock for this deck. Nice HP, too.

Flare — Great moves for their low cost. Low HP, however. Evolve quickly.

Rapidash — Evading attacks is always good. No retreat cost is even better! Plus, the attack damage is quite good.

Scyther — There's a reason everyone wants Scyther: it hits fast and hard, has no retreat cost and high HP. Plus a resistance to Fighting types! It's rare, so trading may be necessary.

Grimer — It's not what this Pokémon does, but what it becomes.

Muk — Shuts down all other Pokémon Powers! Won't hurt this deck, though. The possibility of Poisoning the opponent is nice, too.

Computer Search — Finding any card you need is sweet. Some people use Pokémon Trader or Energy Search. I think using the one card that can fetch anything, not just one type of card, is better. Computer Search is rare, but it's a Trainer, so it won't be tough to get.

Professor Oak — This is such a great card. Anyone playing without at least one is begging to lose. Refills your hand with no penalty or risk.

Bill — Just like Professor Oak, but in smaller amounts. There is no reason not to have four of these

in any deck; it's like having eight free cards.

Double Colorless Energy — Works with many Pokémon in this deck.

Gust of Wind — This card is a game-winner if used correctly. Replace the opponent's strong Pokémon with a wimpy or injured one. Get a Prize. How nice is that?

Switch — A few of the Pokémon in this deck are on the low side for HP. Switch can get them out of harm's way without wasting Energy for retreating.

Now that the cards have been examined, it's only a point of putting them into the deck in proper proportions. This is what the fixed "Brushfire" deck should look like:

Crash's Reconstructed "Brushfire"

Pokémon (22)

2 Scyther
3 Grimer
3 Muk
3 Charmander
2 Charmeleon
4 (Fossil) Magmar
3 Ponyta
2 Rapidash

Trainers (17)

4 Double Colorless Energy
2 Professor Oak
4 Bill
3 Gust of Wind
1 Computer Search
3 Switch

Energy (21)

14 Fire Energy
7 Grass Energy

Pre-constructed Deck Repairs

This is now a much tighter, focused deck that uses several strategies to come at the opponent from different directions, depending upon how they play. Generally, you can tell how your opponent will play simply by studying his choice of Pokémon at the beginning of a match.

For this new "Brushfire" deck, you should be wary about Water players. Players using Blastoise "Rain dance" decks will have an edge, although the Muks will stall them. Of course, this deck has the advantage over Grass types and some Fighting types.

The revised "Brushfire" was constructed in such a way that it can be built by most anyone with useful but not impossible-to-find cards. This deck will now provide a more pleasant game than it did straight from the box, with little difference in cost.

Pruning "Overgrowth"

By Kate Johnson, The "Pokémon Lady"

"Overgrowth" uses the strategy "take over the game by evolving your Grass and Water Pokémon to maximum toughness..." and that's easy to do with this pre-constructed deck. It has more than enough Pokémon to get the job done, and the Evolutions to follow them up. There's also enough Energy to power their attacks.

In my opinion, "Overgrowth" is probably one of the most easily played pre-constructs right from the box.

So, let's see what we have to work with...

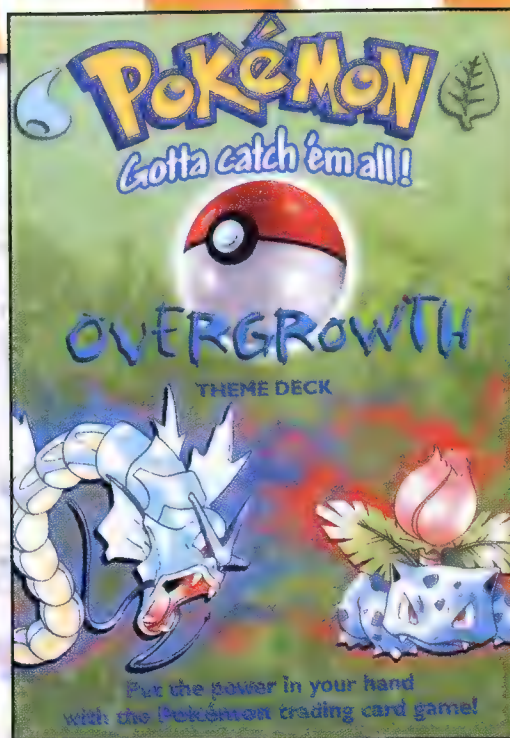
Let's begin by evaluating the Pokémon. When we look at the monsters in the deck, we see there are two families of Grass and two of Water, making a total of 23 Pokémon. Both Grass families are weak to Fire, and both Water are weak to Electric.

The weaknesses to Fire and Electric might cause problems if one goes up against Fire decks or "Haymakers." So, let's take out the Bulbasaur and Ivysaur and replace them with Pokémon from the Nidoran family. This family, although Grass-type, has a weakness to Psychic — not Fire.

By replacing the Venusaur line with the Nidoran line, you reduce the chances that an opponent with a Fire deck can burn through your Grass Pokémon and quickly win the game.

Also, let's remove the Staryu and the Starmie. Compared with the other Pokémon, they have relatively low HP. By trimming out some of the unused Pokémon, we make room for Trainers and other, more-useful monsters. We'll still have our Magikarp and Gyarados, so we'll still have our Water Pokémon.

But how many Pokémon should we include? Most deck builders have found there to be tried-and-true ratios for the number of Pokémon that usually work in various decks.



Ideally, the ratios of Basic to Stage-1 to Stage-2 are generally 4/3/2 for families of Pokémon with three stages of Evolution or 3/2 for Pokémon families with only two. These ratios serve one major purpose: to give the player better odds of actually getting the Evolutions out.

Experience has taught me that 3/3/2 of the Nidoran Male/Nidorino/Nidoking family will work — so let's put that ratio in for now. Also, notice the Beedrill and Gyarados families lack the proper ratios. Let's take this chance to even them out. Add one Kakuna, one Beedrill, one Magikarp and one Gyarados.

Trainers

Now let's take a look at the Trainers in the deck. It's usually a good idea to initially include two Bills, two Switches and two Gusts of Wind in every deck. And in this case, they are good Trainers to keep.

Original Deck

Pokémon (23)

4 Bulbasaur
2 Ivysaur
4 Weedle
2 Kakuna
1 Beedrill
2 Magikarp
1 Gyarados
4 Staryu
3 Starmie

Trainers (9)

2 Bill
2 Gust of Wind
2 Super Potion
2 Switch
1 Potion

Energy (28)

16 Grass Energy
12 Water Energy

World Class

By Gordon Kane

Player: Tyler J. Grund

Age: 19

DCI Ranking: 100 (as of 12/09/1999)

Home: Eau Claire, Wisconsin



Tyler Grund

What do you like best about the Pokémon trading card game (TCG)?

It's simple, innocent, and I get to help kids out. The other TCGs out there are too serious.

What do you dislike about the Pokémon TCG?

The lack of strategy. I know I mentioned how much I enjoyed the simplicity, but I

think the environment is getting a bit stale.

Do you find casual play or organized competition to be more fun?

Competition is more fun for me. I used to play Magic: The Gathering, but that game was set up so there was a way to play group games. Since Pokémon is a one-versus-one game, tournaments are the best medium. Casual play is fun, but for only two players.

What was your most thrilling victory?

Probably when I was able to defeat the kid that defeated my girlfriend at our first tourney. I went back and forth with him for a while, but got the upper hand, and it was downhill for him from there.

What was your most crushing defeat?

This would be the only tourney I didn't win. A player from Illinois played me two out of three games and came up on top. He was playing Rain Dance very well. I won the first game, he won the second, and on the last game, I failed to play Oak and he evolved second turn to Blastoise (using Pokémon Breeder) and killed my only Pokémon out on the table — Farfetch'd.

Who is your toughest competition?

At the Gen Con tourney in Milwaukee, there was a guy from Hobby USA who was super hardcore. He was REALLY good, but I was able to deck him before he got his last prize — I was lucky.

What's your favorite card?

Probably Professor Oak. This card has single-handedly turned a game from a losing battle into a fast victory — it's powerful and easy to get.

What kind of deck do you dread having to play against?

Rain Dance — I hate it! I am a very unlucky player for the most part, and cannot play Rain Dance.

What does it mean to you to be ranked as one of the best Pokémon players in the world?

Just that I have proof to back my experience as a player. I don't want any rankings to intimidate other players — just to prove to them I'm not a beginner.

Bill allows for some small drawing power, and Switches allow for the quick retreat or switch-out of damaged Pokémon or monsters that are affected by status conditions such as Poison, Confusion or Sleep. Gust of Wind allows for the quick kill of an opponent's low HP but benched Pokémon.

I would leave in the Super Potions to remove damage, but lose the single Potion: A single Potion wouldn't do much good because by the time you would need it, the Pokémon is most likely knocked out already.

Some Trainers I don't see here are Pokémon Breeder and Pokémon Trader. Breeder and Trader would strengthen the deck's theme of "evolve to maximum toughness as quickly as possible." Breeder would allow for the

removal of some Pokémon in both the Beedrill and Nidoking families, and Pokémon Trader would allow you to trade one Pokémon from your hand for one from your deck.

Adding three Pokémon Trainers and two Pokémon Breeders would make this deck work much more quickly. Because of the addition of the two Breeders, you can take out one of each of the Stage-1 Pokémon, Kakuna and Nidorino.

Also, I'm a firm believer in the power of Professor Oak. While you have to discard your hand to use it, the draw-seven power of Oak will allow you to quickly find those Evolutions or Energies you need to stomp your opponent. Add two Oaks to this deck for the power to manipulate your library.

Energy

Finally, we need to evaluate our Energy situation.

"Overgrowth," while it has more than enough basic Energy, has no Double Colorless. In a deck in which you have Pokémon with Colorless Energy requirements, you can't go wrong with Double Colorless Energies. Adding three of these cards would help power Beedrill's Twinneedle attack, Nidorino's Double Kick or Horn Drill, or Nidoking's Thrash.

We'll need to remove some basic Energies to make up for the Double Colorless Energy and additional Trainers that we placed in the deck. I always adjust my Energies last

Pre-constructed Deck Repairs

because it's simply easier to add or subtract them once I have the Pokémon and Trainers I want. "Overgrowth" originally has 16 Grass and 12 Water. Removing 3 Grass and 2 Water will still leave us with plenty.

Kate's Reconstructed "Overgrowth"

Pokémon (20)

- 4 Weedle
- 2 Kakuna
- 2 Beedrill
- 3 Nidoran Male
- 2 Nidorino
- 2 Nidoking
- 3 Magikarp
- 2 Gyarados

Trainers (15)

- 2 Bill
- 2 Gust of Wind
- 2 Professor Oak
- 2 Switch
- 2 Pokémon Breeder
- 3 Pokémon Trader
- 2 Super Potion

Energy (25)

- 12 Grass
- 10 Water
- 3 Double Colorless

So how do we end up?

We now have a 60-card deck, with three families whose ratios have been evened out to increase the chances of actually getting the Evolutions out.

The Pokémon's weaknesses have been spread out to include Fire, Electric and Psychic — which will decrease the chance of an opponent being able to burn through the Grass Pokémon. The Trainers have been modified with the addition of Pokémon Breeders and Traders to more accurately accomplish the

strategy of the theme-deck. And, the introduction of Double Colorless Energies will get your attacks moving more quickly.

Adding Zip to "Zap!"

By Aaron Teare

Pokémon

At first glance, the original version of this deck is downright bad! One constant of all successful decks is they have good Basic Pokémon. The Basics in this deck have low HP and weak attacks, making them sitting Psyducks for your opponent.

My first change was to replace the puny Base-set Gastly with the much-improved Fossil version. His (Fossil) Evolutions, Haunter and Gengar, are also impressive, with excellent Pokémon Powers and inexpensive attacks.

Then I increased the Jynx count to three, as they have solid HP and attacks. Kadabra has one of the most powerful Psychic attacks in the game. Unfortunately, he requires you to play with Abra, so I let them both go. Drowzee is another sub-par Basic that received the boot. Mewtwo is a solid addition to any stall deck. However, this deck has a more aggressive feel, so I took him out as well.

On the Electric side, use the (Jungle) Pikachu for better HP and a useful attack. I also added Electabuzz. Notice I only put three on my deck list, but make it a priority to get four of these ASAP, since 'Buzz is the best Basic in the business. Magmite has good cheap attacks that can deal loads of damage. Unfortunately, it's low on HP, so I only included two in my version. His Self-destruct attack is a lot of fun, but be careful when you use it, as it deals damage to your Bench as well as your opponent's!

To keep your Bench safe, it's usually a good idea not to put a Pokémon in play until you need to use it.

You'll notice that eight of my Basic Pokémon have a first-turn attack that deals damage and can Paralyze! Use this to get an early advantage on your opponent. Also, there are many ways to damage the opposing trainer's Bench, which is an underrated ability that can wreak havoc when you combo it with Gengar's Curse and Gust of Wind. Note: The Jynx's Meditate attack is much-improved if your opponent is bringing up Pokémon with damage counters already on them!

Trainers

So far, this deck is shaping to dish out damage fast and furious. The Trainers I've chosen support this

Original Deck

Pokémon (21)

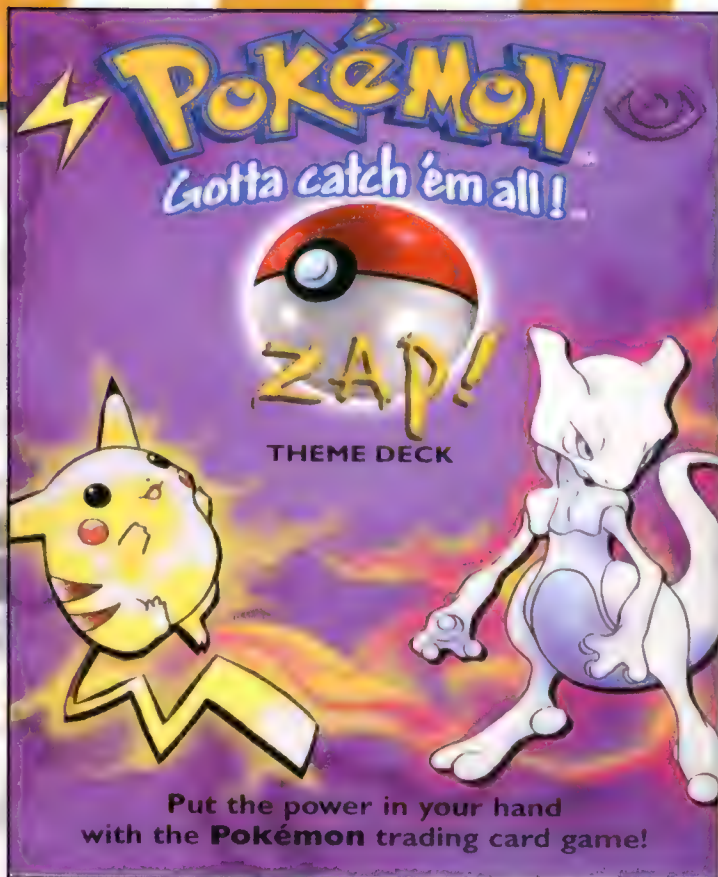
- 3 Abra
- 1 Kadabra
- 3 Gastly
- 2 Haunter
- 2 Jynx
- 2 Drowzee
- 1 Mewtwo
- 3 Magmite
- 4 Pikachu

Trainers (11)

- 2 Bill
- 2 Gust of Wind
- 2 Switch
- 1 Super Potion
- 1 Potion
- 1 Defender
- 1 Professor Oak
- 1 Computer Search

Energy (28)

- 16 Psychic Energy
- 12 Electric Energy



strategy. Having four Bills in this deck is a given — there is never a time when drawing two cards won't help you.

For the same reason, Professor Oak's ability to refill your hand is also a must. Another nice thing about these two Trainers is they are easy to come by. I removed Switch, since our Pokémon have cheap retreat costs, and got rid of the Defender and Computer Search mainly because one copy of a card isn't very effective. I added Energy Removal because it's common and can give you another early advantage over your opponent.

Use Gust of Wind to get an easy prize if there's a beat-up Pokémon on your opponent's Bench. And use the Potions to throw off your opponent since he won't expect them. They can also come in handy if Magnemite does more harm than good. If you like a more aggressive approach, use PlusPower instead.

Energy

Good Pokémon and Trainers are important parts to any solid deck, but if you don't have the correct amount of Energy, you can't possibly be successful!

One way to tip the scales in your favor is Energy Search. Early in the game it ensures you have the right Energy for your starting Pokémon, and at the same time it thins the Energy out of your deck so you'll have a better chance to draw your good cards later in the game.

Use the Energy Retrieval late in the game for the same reason: to ensure you have the correct Energy when you need it. A popular theme in many decks today is to run heavy Energy disruption; if you encounter one of these decks you'll find the second attack of Gastly to be a big help because it allows you to recycle Energy from your discard pile to keep your Pokémon powered up.

Overview

Psychic/Electric is a good deck choice. There are lots of Pokémon that are weak to your Psychic attacks, and the popular Rain Dance deck gets ripped apart by Electric attacks. The new deck has few weak points — the Gastly line has a resistance to Fighting to make up for the weakness of your Electric Pokémon.

The deck will win most matches in the early to midgame but has just enough tricks to squeak out a late-game victory. I've enjoyed play testing this deck and have had a lot of success with it. ★

Reconstructed "Zap!"

Pokémon (17)

- 3 Jynx
- 3 (Fossil) Gastly
- 2 (Fossil) Haunter
- 1 Gengar
- 3 (Basic) Electabuzz
- 3 (Jungle) Pikachu
- 2 Magnemites

Trainers (14)

- 4 Bill
- 4 Energy Removal
- 2 Potion
- 1 Super Potion
- 2 Gust of Wind
- 1 Professor Oak

Energy (29)

- 4 Energy Search
- 1 Energy Retrieval
- 11 Electric Energy
- 13 Psychic Energy

PoJo's Puzzler

By Steven (Daddy-O) Diamond

Welcome to this month's PoJo's Puzzler, a snapshot of a game in progress in which you get to drop in and be the expert!

DANGER! HIGH VOLTAGE!!

Lightning streaks across the sky, thunder rolls and electric Pokémon clash whenever you face off against Larry, the "Lightning King" (as he calls himself!). He's playing his shocking new Electric-powered Fighting deck — "Batteries Included."

And Larry's good (no doubt about that, using Hitmonchan, Voltorb and Electrode, with Spearow and Fearow tossed in for a Colorless surprise!

Your own Psychic/ Lightning deck, "Mental Zap!," is hanging tough, with Drowzee/ Hypno, Pikachu/Raichu and your own Colorless surprise, Ditto!

So, when it's Lightning versus Lightning, who's going to win?

You can see from the damage scattered all over your Pokémon that it's been a heavy-hitting battle between Lightning, Psychic, Fighting and Colorless beasts. You're nearing the end of the game, and, unfortunately, Larry's ahead on Prizes. He has to take only two more to win, while you still have three Prizes.

A few turns ago, your Raichu "Gigashocked" one of Larry's Spearows right out of the game, but then Larry used Super Energy Removal and peeled off two of

your Lightning Energies from Raichu, leaving it ripe for the picking. He also found another "Tiny Bird" Pokémon, evolved it to big bird Fearow, and loaded it up with Energies.

Then "Lightnin' Lar" powered up Hitmonchan with a third Energy, Switched him in for the Electrode you'd been hammering, and blasted Raichu with a Special Punch worth 80 damage. Raichu barely shows a pulse — you've got to do something to save your Mouse Pokémon! But all your Pokémon are so damaged, you're not sure who can stand up and fight.

It's your turn. You draw and get...a Psychic Energy! Not the most electrifying draw, but looking again at your hand, a strategy hits you like a bolt out of the blue. Yes! You *can* win this game on this turn if you strike fearlessly with all the juice you can generate.

Here's what's in your hand: (Jungle) Pikachu, three Psychic Energies, Computer Search, Gust of Wind, Item Finder, Mr. Fuji and PlusPower.

Hmm, a lot of stuff in there with a lot of potential, but what do you play first? It's tricky (that's why we call this a puzzler, right?), but you can do it — Pikachu's pumped! Raichu's rarin' to go! And your Trainers are all lined up, ready to teach Larry a lesson in Pokémon Powers! Charge!

Here's What PoJo Would Do:

1. Pay one Lightning Energy to retreat Raichu and promote Ditto.
2. Use Mr. Fuji to return Raichu (and all cards attached to it) to your deck — it may seem drastic, but you're saving the Mouse Pokémon's life!
3. Use Gust of Wind to force Electrode in for Hitmonchan. (See ya!).
4. Use Computer Search (pay with two of the Psychic Energies) to relocate your old buddy Raichu in your deck, retrieve it and evolve the Pikachu on your Bench to Raichu. ("The Return of Raichu!")
5. Use the Pokémon Power of your Ditto/Electrode to "Buzzap!" Ditto/Electrode becomes two "Energy" of any color, so attach it to Raichu and promote Raichu as your Active Pokémon. (Don't forget that Larry gets a Prize when Ditto/Electrode knocks itself out.)

Your Hand

Pikachu

Psychic Energy

Psychic Energy

Psychic Energy



Computer Search

Gust of Wind

Item Finder

Mr. Fuji

PlusPower



Opponent's Cards



Prizes

6. Use Item Finder (pay with one Psychic Energy and the Jungle Pikachu) to retrieve Gust of Wind from your discard pile.

7. Use Gust of Wind to send Electrode back to the Bench and force Fearow to become Larry's Active Pokémon.

8. Attach a PlusPower to Raichu and do "Gigashock!" (It helps a lot if you make an annoying BUZZZZZ sound while doing this!)

9. "Gigashock" knocks out Fearow (who is weak to Lightning) with 70 damage, and knocks out Hitmonchan and Electrode as well with its Bench damage of 10 that you get to place on up to three of your opponent's Pokémon.

Well, after all the smoke clears, you've drawn your last three Prizes and won the game! Poor "Lightning King" Larry looks like his favorite toy just ran out of batteries and there's none left in the house. Sorry, guy!



Your Cards

Strategy Tips & Card Ratings

(Jungle, Fossil & Basic)



- 1 **Name:** of featured Pokémon.
- 2 **Hit points (HP):** amount of damage this Pokémon can take before it's knocked out.
- 3 **Pokémon type:** Grass, Fire, Water, Lightning, Psychic, Fighting, Colorless.
- 4 **Pokémon data:** type of Pokémon, length and weight.
- 5 **Attack damage:** damage that an attack does to opponent's Pokémon.
- 6 **Retreat cost:** energy this Pokémon must discard to retreat.
- 7 **Rarity symbol:** indicates card's rarity — circle for common, diamond for uncommon and star for rare.
- 8 **Number:** Card number and number of cards in set.
- 9 **Level:** Level and monster numbers.
- 10 **Resistance:** takes less damage when attacked by a certain type of Pokémon.
- 11 **Attack name:** name of the attack and whether it has additional effects.
- 12 **Illustrator:** the card's artist.
- 13 **Flavor text:** background information on this Pokémon.
- 14 **Weakness:** doubles damage when attacked by certain type of Pokémon.
- 15 **Attack cost:** amount and type of energy that needs to be attached to this Pokémon to use an attack.
- 16 **Pokémon Power:** this Pokémon's special abilities (if any).
- 17 **First-edition symbol:** (if this area is blank, the card is an Unlimited Edition).
- 18 **Evolution stage:** current stage and from what this Pokémon evolved (pictured).

Aerodactyl

60 HP

Type: H

1



Rating:



Strategy Tip

Keeps all Pokémon from evolving. A great bench player and an early fave from the Fossil series.

Articuno

70 HP

Type: H

2



Rating:



Strategy Tip

He fits right in to Rain Dance decks and is capable of inflicting major damage on an active Pokémon and a bench with its Blizzard attack — if you're lucky.

Pojo's Power Rating

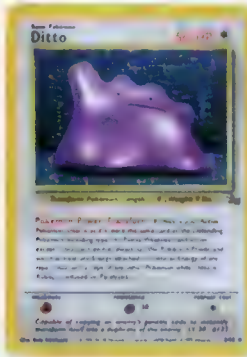
- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Ditto

50 HP

Type: H

3



Rating:



Strategy Tip

How cunning. Transform possibilities are so vast that any deck can benefit from them.

Dragonite

100 HP

Type: H

4



Rating:



Strategy Tip

Step In is one of the best crisis-mode powers out there, and Slam can really pound an opponent. A full 100 HP and low retreat cost can keep it fighting a long time.

Gengar

80 HP

Type: H

5



Rating:



Strategy Tip

Another fast friend from Fossil, Gengar gives players of Mr. Mime decks just what they needed: another heavy weapon. A solid card.

Haunter

50 HP

Type: H

6



Rating:



Strategy Tip

A solid staller and attacker with no retreat cost and an attack (Nightmare) that keeps doing 10 damage and won't go away...like a Nightmare, actually.

FOSSIL SERIES

Legend

- H ~ Holofoil
- R ~ Rare
- UN ~ Uncommon
- C ~ Common

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Legend
H~Holofoil
R~Rare
UN~Uncommon
C~Common

7 Hitmonlee

60 HP Type: H



Rating:

3

Strategy Tip

The sequel to Hitmonchan is slow showing up in many fighting decks, but Haymaker fans will warm up to his High Jump Kick soon enough.

9 Kabutops

60 HP Type: H



Rating:

3

Strategy Tip

Now you're talking — a fighter who can take it as well as dish it out. Absorb is an awesome (but expensive) attack, and don't underrate Sharp Sickle.

11 Magnetron

80 HP Type: H



Rating:

3

Strategy Tip

Same old death wish in a bright new package — but why? He's tougher, but Self-Destruct blows him up just the same. Use him in good health.

8 Hypno

90 HP Type: H



Rating:

3

Strategy Tip

Hypno's Dark Mind versus Gengar's Curse: Which way do you go? Hypno's better early; Gengar's better when your opponent's bench is hurting. Add either to a Psychic deck.

10 Lapras

80 HP Type: H



Rating:

3

Strategy Tip

One of the better all-around Basic Pokémon and one of the rarest. Lapras is a honkin' battleship; Water Gun brings the heavy artillery, and 80 HP keeps it pounding away.

12 Moltres

70 HP Type: H



Rating:

3

Strategy Tip

Dive bomb iffy with coin flip. Moltres is a fearsome foe with Wildfire Attack. Moltres has entire decks built around him designed to run your opponent out of cards.

Muk

70 HP

Type: P

13



Rating:



Strategy Tip

A great disabler against the toughest cards — Blastoise and Mr. Mime. Muk has a better attack than Aerodactyl and 10 more HP to boot. Forecast sees plenty of Muk.

Raichu

90 HP

Type: E

14



Rating:



Strategy Tip

New Raichu has less sting in his tail but he's tougher. Gigashock is no substitute for Agility and Thunder, unless your opponent has a weak bench. Use carefully.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Zapdos

80 HP

Type: E

15



Rating:



Strategy Tip

Does the Pokémon world need another Zapdos card, especially one that's weaker and doesn't attack as well? Well, it's got one. Enjoy.

Aerodactyl

60 HP

Type: R

16



Rating:



Strategy Tip

Keeps all Pokémon from evolving. A great bench player and an early fave from the Fossil series.

Articuno

70 HP

Type: R

17



Rating:



Strategy Tip

He fits right into Rain Dance decks and is capable of inflicting major damage on an active Pokémon and a bench with its Blizzard attack — if you're lucky.

Ditto

50 HP

Type: R

18



Rating:



Strategy Tip

How cunning. Transform's possibilities are so vast that any deck can benefit from them.

Legend

H ~ Holofoil

R ~ Rare

UN ~ Uncommon

C ~ Common

FOSSIL SERIES

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Legend
H~Holofoil
R~Rare
UN~Uncommon
C~Common

Dragonite

100 HP Type: R

19



Rating:



Strategy Tip

Step In is one of the best crisis-mode powers out there, and Slam can really pound an opponent. A full 100 HP and low retreat cost can keep it fighting a long time.

Gengar

80 HP Type: R

20



Rating:



Strategy Tip

Another fast friend from Fossil, Gengar gives players of Mr. Mime decks just what they needed: another heavy weapon. A solid card.

Haunter

50 HP Type: R

21



Rating:



Strategy Tip

A solid staller and attacker with no retreat cost and an attack, Nightmare, that keeps doing 10 damage and won't go away...like a Nightmare, actually.

Hitmonlee

60 HP Type: R

22



Rating:



Strategy Tip

The sequel to Hitmonchan is slow showing up in many fighting decks, but Haymaker fans will warm up to his High Jump Kick soon enough.

Hypno

90 HP Type: R

23



Rating:



Strategy Tip

Hypno's Dark Mind versus Gengar's Curse: Which way do you go? Hypno's better early; Gengar's better when your opponent's bench is hurting. Add either to a Psychic deck.

Kabutops

60 HP Type: R

24



Rating:



Strategy Tip

Now you're talking — a fighter who can take it as well as dish it out. Absorb is an awesome (but expensive) attack, and don't underrate Sharp Sickle.

Lapras

80 HP

Type: R

25



Rating:



Strategy Tip

One of the better all-around Basic Pokémon and one of the rarest. Lapras is a honkin' battleship; Water Gun brings the heavy artillery, and 80 HP keeps it pounding away.

Magnetron

80 HP

Type: R

26



Rating:



Strategy Tip

Same old death wish in a bright new package — but why? He's tougher, but Self-Destruct blows him up just the same. Use him in good health.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Moltres

70 HP

Type: R

27



Rating:



Strategy Tip

Dive bomb iffy with coin flip. Moltres is a fearsome foe with Wildfire Attack. Moltres has entire decks built around him designed to run your opponent out of cards.

Muk

70 HP

Type: R

28



Rating:



Strategy Tip

A great disabler against the toughest cards — Blastoise and Mr. Mime. Muk has a better attack than Aerodactyl and 10 more HP to boot. Forecast sees plenty of Muk.

Raichu

90 HP

Type: R

29



Rating:



Strategy Tip

New Raichu has less sting in his tail but he's tougher. Gigashock is no substitute for Agility and Thunder, unless your opponent has a weak bench. Use carefully.

Zapdos

80 HP

Type: R

30



Rating:



Strategy Tip

Does the Pokémon world need another Zapdos card, especially one that's weaker and doesn't attack as well? Well, it's got one. Enjoy.

FOSSIL SERIES

Legend
H ~ Holofoil
R ~ Rare
UN ~ Uncommon
C ~ Common

FOSSIL SERIES

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Arbok

60 HP Type: UN

31



Rating:



Strategy Tip

The problem with Arbok is that its Terror Strike lets the other side choose which Pokémon it wants to switch, and that happens only if you toss a "heads."

Gastly

50 HP Type: UN

33



Rating:



Strategy Tip

A giant improvement over the horrible Level-8 Gastly in the Base Set! A nice stepping stone to Haunter and Gengar.

Golduck

70 HP Type: UN

35



Rating:



Strategy Tip

It and Psyduck are helping bridge the gap between Water and Psychic decks. Psychoshock is nothing new, and Hyper Beam has potential. Psyduck is more interesting.

Cloyster

50 HP Type: UN

32



Rating:



Strategy Tip

Spike Cannon good. Clamp okay. Retreat cost high. HP bad. Card left home

Golbat

60 HP Type: UN

34



Rating:



Strategy Tip

Leech Life is more expensive this time around but does twice the damage. Wing Attack okay. High resistance, low retreat cost make it tough to beat in Grass decks.

Golem

80 HP Type: UN

36



Rating:



Strategy Tip

Low hit points and a high retreat cost are a tough combination. The best thing that you can say about it is that it self-destructs well.

Graveler

60 HP Type: UN

37



Rating:



Strategy Tip

A mediocre stage-one from the mediocre rock family.

Kingler

90 HP Type: UN

38



Rating:



Strategy Tip

Doesn't "Crabhammer" sound like a bad wrestling move? As it is, it's the one thing that makes Kingler remotely attractive.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Magmar

60 HP Type: UN

39



Rating:



Strategy Tip

The new-and-improved Magmar is certainly that, with more hit points and attacks that rely more on tactics and less on sheer power. Good card.

Omastar

70 HP Type: UN

40



Rating:



Strategy Tip

Water Gun and Spike Cannon are major low-cost attacks, and a low retreat cost is just a throw-in. We prefer other fatties in our Rain Dance Decks, though.

Sandslash

70 HP Type: UN

41



Rating:



Strategy Tip

We've seen the Fury Swipes attack before, we are not amused by the 70 HP, and while Slash and low retreat cost are semi-interesting, don't dig out Sandslash.

Seadra

60 HP Type: UN

42



Rating:



Strategy Tip

Water Gun is a powerful, cheap attack. Seadra won't knock Blastoise out of Water decks, but will give Water players and their opponents something to think about.

FOSSIL SERIES

Legend
H~Holofoil
R~Rare
UN~Uncommon
C~Common

Legend
H~Holofoil
R~Rare
UN~Uncommon
C~Common

Horsea

40 HP

Type: C

49



Rating:



Strategy Tip

Smokescreen is an interesting attack, nothing more. Although, it evolves into Seadra, which is sort of a seagoing old Raichu. If you like Seadra, tolerate Horsea.

Kabuto

30 HP

Type: C

50



Rating:



Strategy Tip

A Stage-1 Pokémon with 30 HP. Sure, the built in Armor helps it last longer, but a Scyther will still cut right through that shell.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Krabby

50 HP

Type: C

51



Rating:



Strategy Tip

Call Friend is like the Daffy Duck cartoon ending with lots of Daffys laughing at Daffy jokes. This is how you'd use Krabbys if you had a lot. But what kind of player would?

Omanyte

40 HP

Type: C

52



Rating:



Strategy Tip

Water Gun's more of a weapon in Omanyte's hands, but it ought to be. And Omanyte doesn't have hands.

Psyduck

50 HP

Type: C

53



Rating:



Strategy Tip

You'll see a lot of this platypus in Psychic and Water decks — I mean, DECKS. He's also the antidote for the one player throwing Bill and Gust of Wind cards at you.

Shellder

30 HP

Type: C

54



Rating:



Strategy Tip

Are you a gambler? If you keep throwing heads, Shellder can stay out a long time. But if you really are a gambler, aren't you better off playing the real Gambler card?

FOSSIL SERIES

Legend
H~Holofoil
R~Rare
UN~Uncommon
C~Common

PoJo's Power Rating

5. A master card
4. Very useful
3. Average
2. Limited uses
1. Keep in the shoebox

Slowpoke

50 HP

Type: C

55



Rating:



Strategy Tip

Spacing Out is not much (like you expected?) but Scavenge is quasi-useful if you play a Trainer-card-intensive game. Under those circumstances, Slowpoke's good to have.

Tentacool

30 HP

Type: C

56



Rating:



Strategy Tip

Run Away! Run Away! Run Away! You've got to love a card whose chief attack is Cowardice. Love Tentacool, but leave him somewhere safe — like a shoebox, at home.

Zubat

40 HP

Type: C

57



Rating:



Strategy Tip

Leech Life is useful. No retreat cost is good. Fighting resistance is good. 40 HP is a problem. Add it up and the good out numbers the bad. Evolution into Golbat a bonus.

Mr. Fuji

Type: UN

58



Rating:



Strategy Tip

The jury is still out on Mr. Fuji. Will Mr. Fuji make an appearance in tournament-worthy decks? We're still waiting to find out.

Energy Search

Type: C

59



Rating:



Strategy Tip

Hasn't yet been used as much as it will be, especially by energy-hungry players (and aren't we all?).

Gambler

Type: C

60



Rating:



Strategy Tip

This card is somewhat good against many decks — the ones that win by running you out of cards. If you're holding a ton of cards at game's end, Gambler replenishes your draw pile.

Legend
H~Holofoil
R~Rare
UN~Uncommon
C~Common

FOSSIL SERIES

Recycle

Type: C

61



Rating:



Strategy Tip

Recycling's a good idea, but players haven't yet seized on this particular version. Don't know why; it lets you practically custom-make your draw pile.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Myst. Fossil

Type: C

62



Rating:



Strategy Tip

Poor translations on the Internet and magazines led many people to believe this card was invincible. But it's essentially just a Clefairy Doll that evolves.

Legend

- H ~ Holofoil
- R ~ Rare
- UH ~ Uncommon
- C ~ Common

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PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

JUNGLE SERIES

Legend
H~Holofoil
R~Rare
UN~Uncommon
C~Common

Clefable

70 HP

Type: H

1



Strategy Tip

The Jungle evolution of Clefairy has all the good stuff of Clefairy — the Metronome attack, mainly — with higher Hit Points and lower energy requirements for the Metronome.

Flareon

70 HP

Type: H

3



Strategy Tip

Love that Flamethrower! There's only one retreat cost, and really solid if you happen to have a Dodrio on the bench.

Kangaskhan

90 HP

Type: H

5



Strategy Tip

Did someone say "Genghis Khan?" Kangaskhan is a great staller, giving you extra cards in order to fill your hand.

Nidoqueen

90 HP

Type: H

7



Strategy Tip

Boyfriends require having Nidoqueen around. Not always smart — Mega Punch is expensive and retreat cost is high. Great potential for inflicting damage on you.

Poliwhirl

60 HP

Type: H

9



Strategy Tip

A very nice combination of strong (but expensive) attacks and damage resistance. One of the better Basics for Plant-based decks.

Snorlax

90 HP

Type: H

11



Strategy Tip

He's not much in the way of attacks, but he's well-near indestructible. Weak attacks but a great wall.

Electrode

90 HP

Type: F

2



Strategy Tip

Players new to the Jungle set will find this Electrode doesn't measure up to the one found in the Basic set of cards.

Jolteon

70 HP

Type: F

4



Strategy Tip

Jolteon does really well in a Lightning deck — so well, in fact, that you'll undoubtedly want multiples of this card.

Mime

40 HP

Type: F

6



Strategy Tip

An absolute knockout cleanup hitter. Bring him off the bench until your opponent has a more powerful but damaged Pokémon with no move below 30.

Pidgeot

80 HP

Type: F

8



Strategy Tip

Hurricane can win you the game, if your opponent has only one Pokémon in play.

Sylvee

70 HP

Type: F

10



Strategy Tip

70 HP, zero retreat cost, resistance to Fighting, a colorless attack that can do 30 on turn two — We'll take four!

Vaporeon

80 HP

Type: F

12



Strategy Tip

Its 80 HP is the strongest of the three evolutions but too slow for a Rain Dance deck, where Articuno, Lapras, Dewgong and Gyarados are better choices.

Vendemoth

70 HP

Type: H

13



Strategy Tip

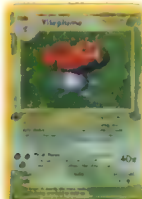
Shift is a super move, since it lets him get to a weakness and even get by a Pokémon with Grass resistance. Venom Power's not bad either.

Vileplume

80 HP

Type: H

15



Strategy Tip

Heal is a no-lose power and Petal Dance can be a real power move. You'll wind up with a confused Vileplume, but it's worth it.

Clefairy

70 HP

Type: R

17



Strategy Tip

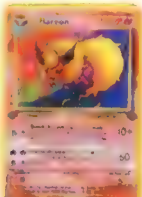
The Jungle evolution of Clefairy has all the good stuff of Clefairy — the Metronome attack, mainly — with higher Hit Power and lower energy requirements for the Metronome.

Flareon

70 HP

Type: R

19



Strategy Tip

Love that Flamethrower! There's only one retreat cost, and really solid if you happen to have a Dodrio on the bench.

Kangaskhan

90 HP

Type: R

21



Strategy Tip

Did someone say "Genghis Khan?" Kangaskhan is a great staller, giving you extra cards to fill your hand.

Nidoqueen

90 HP

Type: R

23



Strategy Tip

Boyfriends requires having Nidoqueen around. Not always smart — Mega Punch is expensive and retreat cost is high. Great potential for inflicting damage on you.

Victreebel

80 HP

Type: H

14



Strategy Tip

You'll have to go through a lot for what you get. Victreebel doesn't show up as a component of many winning decks.

Vigoroth

80 HP

Type: H

16



Strategy Tip

His best move — Do The Wave — does 60 damage with a full bench. And the 80 HP make him tough enough.

Electrode

90 HP

Type: R

18



Strategy Tip

Players new to the Jungle set will find this Electrode doesn't measure up to the one found in the Basic set of cards.

Jolteon

70 HP

Type: Ultra Rare

20



Strategy Tip

Jolteon does really well in a Lightning deck — so well, in fact, that you'll undoubtedly want multiples of this card.

Mr. Mime

40 HP

Type: R

22



Strategy Tip

An absolute knockout cleanup hitter. Bring him off the bench until your opponent has a more powerful but damaged Pokémon with no move below 30.

Hidolqueen

80 HP

Type: R

24



Strategy Tip

Hurricane can win the game if your opponent has only one Pokémon in play.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

JUNGLE SERIES

Legend

- H - Holofoil
- R - Rare
- UN - Uncommon
- C - Common

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

JUNGLE SERIES

Legend
 H~Holofoil
 R~Rare
 UN~Uncommon
 C~Common

25 **Final**
 60 HP Type: R



Strategy Tip
 A very nice combination of strong (but expensive) attacks and damage resistance. One of the better Basics for Plant-based decks.

27 **Thornax**
 90 HP Type: R



Strategy Tip
 He's not much in the way of attacks, but he's well-near indestructible. Weak attacks but a great wall.

29 **Venomoth**
 70 HP Type: R



Strategy Tip
 Shift is a super move, since it lets him get to a weakness and even get by a Pokémon with Grass resistance. Venom Power's not bad either.

31 **Vileplume**
 80 HP Type: R



Strategy Tip
 Heal is a no-lose power and Petal Dance can be a real power move. You'll wind up with a confused Vileplume, but it's worth it.

33 **Butterfree**
 70 HP Type: UN



Strategy Tip
 Like Gust of Wind with damage-inflicting potential. With that said, you're better off with the good old blowhard.

35 **Exeggutor**
 80 HP Type: UN



Strategy Tip
 Throw the energy on Exeggutor. Then, flip coins and hope for the best. Don't give up — Exeggutor does have potential.

26 **Scyther**
 70 HP Type: R



Strategy Tip
 70 HP, zero retreat cost, resistance to Fighting, a colorless attack that can do 30 on turn two — we'll take four!

28 **Vaporeon**
 80 HP Type: R



Strategy Tip
 Its 80 HP is the strongest of the three evolutions but too slow for a Rain Dance deck, where Articuno, Lapras, Dewgong and Gyarados are better choices.

30 **Victreebel**
 80 HP Type: R



Strategy Tip
 You'll have to go through a lot for what you get. Victreebel doesn't show up as a component of many winning decks.

32 **Wigglytuff**
 80 HP Type: R



Strategy Tip
 His best move — Do The Wave — does 60 damage with a full bench. And the 80 HP make him tough enough.

34 **Dodrio**
 70 HP Type: UN



Strategy Tip
 A marked improvement over Doduo, Dodrio's Retreat Aid helps save energy for attacking. A good benchwarmer.

36 **Fearow**
 70 HP Type: UN



Strategy Tip
 Think of Fearow as a de-powered Raichu that can fly. Drill Peck is a solid-but-expensive power.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

JUNGLE SERIES

Legend
H - Holofoil
R - Rare
UN - Uncommon
C - Common

37 **Gliscor** Type: UN
60 HP

Strategy Tip
Useful powers and a low retreat cost. Not the optimum attacker, but he'll do in a pinch.

39 **Mamowah** Type: UN
60 HP

Strategy Tip
His 60 HP is too low for stage-one Pokémon with an undependable attack.

41 **Parasect** Type: UN
60 HP


Strategy Tip
This evolution isn't too bad if you are looking for colorless attacks.


43 **Primeape** Type: UN
70 HP

Strategy Tip
Will always do damage, at a high energy cost but a modest retreat cost. If you can afford the energy, Primeape will definitely deliver.

45 **Rhydon** Type: UN
100 HP

Strategy Tip
Ram isn't the killer attack you might think, but 100 HP make him darn-near impervious.

47 **Tauros** Type: UN
60 HP

Strategy Tip
At least 20 damage every time out and an acceptable 60 HP make you want to unleash the bull. Very useful Basic Pokémon in attack-weak colorless decks.

38 **Staryu** Type: UN
60 HP

Strategy Tip
One of the best walls in the game. Great stalling, with two good attacks.

40 **Marowak** Type: UN
70 HP

Strategy Tip
Does up to 60 damage with a modest retreat cost. Hit Points are better than Marowak, too.

42 **Parasect** Type: UN
70 HP

Strategy Tip
Players new to the Jungle set will find this Electrode doesn't measure up to the one found in the Basic set of cards.

44 **Rapidash** Type: UN
70 HP

Strategy Tip
Very good Fire card; he can do 20 or 30 for two colorless, and for two Fire and one colorless he does 30, with a 50 percent chance of invincibility (and no discarding attacks).

46 **Staryu** Type: UN
70 HP

Strategy Tip
There's better fish in the Pokémon sea!

48 **Weepinbell** Type: UN
70 HP

Strategy Tip
Not worth evolving from Bellsprout, which isn't worth having to start with.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

JUNGLE SERIES

Legend
H~Holofoil
R~Rare
UN~Uncommon
C~Common

49 **Bellsprout**
40 HP Type: C


Strategy Tip
Not much here.

51 **Exeggcute**
50 HP Type: C

Strategy Tip
Worth having in multiples because of the evolutionary possibilities.

53 **Golddeen**
40 HP Type: C

Strategy Tip
Magikarp with looks.

55 **Mankey**
30 HP Type: C

Strategy Tip
A Pokémon Power that lets you look at your own prizes isn't too bad. But Gust of Wind can make him a quick meal with only 30 HP.

57 **Hidolan (T)**
60 HP Type: C

Strategy Tip
A solid Pokémon in a Grass Deck.

59 **Paras**
40 HP Type: C

Strategy Tip
Pretty lackluster — not much potential here.

50 **Snivel**
40 HP Type: C

Strategy Tip
Snivel is a great stall, particularly against Electric Pokémon. And if it survives, it evolves into the equally useful Marowak.

52 **Jigglypuff**
50 HP Type: C

Strategy Tip
Same powers as Jigglypuff in a Plant Pokémon.

54 **Jigglypuff**
60 HP Type: C

Strategy Tip
Sleep and Pound are two nice colorless moves and jiggly has 60 HP. A colorless Pokémon that can fit into a variety of decks.

56 **Meowth**
50 HP Type: C

Strategy Tip
A basic component of a Colorless deck.

58 **Stodan**
50 HP Type: C

Strategy Tip
Stun Spore paralyzes and does 10 HP for one Energy. And they multiply like crazy.

60 **Pikachu**
50 HP Type: C

Strategy Tip
Better than the Basic-series Pikachu, thanks to higher Hit Points and a wide-ranging Spark attack.

JUNGLE SERIES

61 **Magikarp**
70 HP Type: Water



Strategy Tip

No attacks to speak of, but a heck of a defender

62 **Spearow**
50 HP Type: Normal



Strategy Tip

Spearow has a resistance to Fighting, 50 HP and zero retreat cost — not bad

63 **Venonat**
40 HP Type: Poison



Strategy Tip

This is the start of a powerful evolution. The Venonat/Venomoth line fits into many Grass decks.

64 **Poliwhirl**
50 HP Type: Water



Strategy Tip

If you're lucky with coin flips, this is your card. It's also a good stopgap until you can come up with Computer Search or Pokémon Trainer cards.

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Legend

- H - Holofoil
- R - Rare
- UN - Uncommon
- C - Common



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BASIC SERIES

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Legend
H ~ Holofoil
R ~ Rare
UN ~ Uncommon
C ~ Common

1 Alakazam

80 HP Type: Rare H



Rating:



Strategy Tip

Try to keep Alakazam on the bench to take advantage of his awesome Pokémon Power.

3 Chansey

120 HP Type: R



Rating:



Strategy Tip

The highest hit points of any basic Pokémon make this egg Pokémon a tough shell to crack.

5 Clefairy

40 HP Type: Rare H



Rating:



Strategy Tip

Metronome causes more confusion than any other card out there. Look for the Metronome to be reworded in Basic Set 2.

7 Hitmonchan

70 HP Type: Rare H



Rating:



Strategy Tip

Speed Kills. Lays down 20 damage on Turn 1, 70 HP. The foundation of the Haymaker deck.

9 Magneton

60 HP Type: Rare H



Rating:

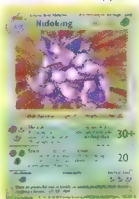


Strategy Tip

Trade this card away for a better foil ASAP.

11 Nidoking

90 HP Type: Rare H



Rating:



Strategy Tip

Mr. Mime's worst nightmare. Can take out that pesky monster in one shot.

Blastoise

100 HP Type: Rare H



Rating:



Strategy Tip

Combo Blastoise with Bill and Professor Oak to get the energy you need to Rain Dance!

4 Charizard

120 HP Type: Rare H



Rating:



Strategy Tip

The Charizard line can be put in any color theme deck, as they all have colorless attack.

6 Gyarados

100 HP Type: Rare H



Rating:



Strategy Tip

Here's the Beef! One of the best heavy hitters in the game. Teams well with Blastoise and a Stage 1.

8 Machop

100 HP Type: Rare H



Rating:



Strategy Tip

A Pokémon Power that needs to Machop to be active. Machop can even do damage on your opponent's turn.

10 Mewtwo

60 HP Type: Rare H



Rating:



Strategy Tip

Have you seen the Mulligan Mewtwo Deck? 56 Psychic Energy and 4 Mewtwo. It can work against your friends, but they won't like you anymore.

Ninetales

80 HP Type: Rare H



Rating:



Strategy Tip

More deadly than Charizard! Comes out faster and you only discard one energy for its big attack.

Poliwrath

90 HP Type: Rare H

13



Rating:



Strategy Tip

A beefy hitter. We prefer Articuno and Gyarados in Rain Dance, but this guy is no slouch!

Venusaur

100 HP Type: Rare H

15



Rating:



Strategy Tip

Energy Trans works with any Pokémon, even Charizard!

Beedrill

80 HP Type: R

17



Rating:



Strategy Tip

No retreat cost, two solid attacks (especially if you remembered to bring the two-headed coins) and not a can of Raid to be found. Great in plant decks.

Dugtrio

70 HP Type: R

19



Rating:



Strategy Tip

Darn, no Mud Slap! Slash is cool. Earthquake is chancy, but 70 HP is too low for a stage-one. You're almost better flinging Diglett's at the enemy.

Electrode

80 HP Type: R

21



Rating:



Strategy Tip

A solid attack and a nice Pokémon Power to boot.

Arcanine

100 HP Type: UN

23



Rating:



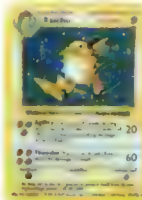
Strategy Tip

This dog'll hunt. Real simple: Arcanine will kill any plant Pokémon in one move. Four Growlithes and three or four of these are tough to beat.

Raichu

80 HP Type: Rare H

14



Rating:



Strategy Tip

Agility is a great attack that only requires one Electric energy and two colorless and can stop your opponent from attacking next turn.

Zapdos

90 HP Type: Rare H

16



Rating:



Strategy Tip

Combo with a Basic-set Electrode to power up this bad bird on turn three!

Dragonair

80 HP Type: R

18



Rating:



Strategy Tip

Hyperbeam is incredibly powerful, but energy-intensive. Some players run this colorless line in their Haymaker decks.

Electabuzz

70 HP Type: R

20



Rating:



Strategy Tip

Our favorite Basic Pokémon in the set. He is simply too good. Why wasn't this card a foil?

Pidgeotto

60 HP Type: R

22



Rating:



Strategy Tip

A Mirror Move with Pidgeotto? Cool. How about resistance to Earth Pokémon? Swell. And everything else? Weak.

Charmeleon

80 HP Type: UN

24



Rating:



Strategy Tip

80 HP make him a tough takeout, but he needs a lot of energy to deliver best results. His best is real good, though.

PoJo's Power Rating

- 5 - A master card
- 4 - Very useful
- 3 - Useful
- 2 - Useful card
- 1 - Useful in the strategy

BASIC SERIES

Legend
 H - Hit
 R - Rare
 UN - Uncommon
 C - Common

BASIC SERIES

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Legend


- H ~ Holofoil
- R ~ Rare
- UH ~ Uncommon
- C ~ Common

25 Dewgong 80 HP Type: UN
Rating: 
Strategy Tip
Works awesome in Rain Dance decks. Some prefer Dewgong to Gyarados, as the evolution is much stronger with Seel.

27 Farfetch'd 50 HP Type: UN
Rating: 
Strategy Tip
Rated higher before Jungle and Fossil hit the scene, but still dang good.

29 Haunter 60 HP Type: UN
Rating: 
Strategy Tip
PoJo loves Ghost Pokémon. But honestly, this level-22 Haunter card is just plain horrible — for collecting only. Dream Eater will work only 25 percent of the time. Yuck!

31 Jynx 70 HP Type: UN
Rating: 
Strategy Tip
Better have three or four of these in your Psychic deck. Meditate is great when you're going in for the kill, and Doubleslap's not a bad basic attack.

33 Kakuna 80 HP Type: UN
Rating: 
Strategy Tip
You'd better be good at tossing "heads." Kakuna's 80 HP are solid, but there are no attacks to speak of.

35 Magikarp 30 HP Type: UN
Rating: 
Strategy Tip
There are better fish in the sea. Yuck!

26 Dratini 40 HP Type: UN
Rating: 
Strategy Tip
Wimpy basic Pokémon worth having solely because it maintains its resistance to Psychic Pokémon while evolving into Dragonair. Oh, and it's cute, too!

28 Growlithe 60 HP Type: UN
Rating: 
Strategy Tip
Puppy Pokémon? Oh, well. Keep a litter around, have 'em pound the Puppy Chow and evolve them into Arcanine as soon as possible.

30 Ivysaur 60 HP Type: UN
Rating: 
Strategy Tip
A key card in a plant-based deck, but most players can do better than 60 HP and moderate damage infliction for a stage-one Pokémon. Vine Whip is a decent attack.

32 Kadabra 60 HP Type: UN
Rating: 
Strategy Tip
Good for heavy attacks, since his Recover power makes his wimpy 60 HP seem more robust. Used in some anti-Haymaker decks.

34 Machoke 80 HP Type: UN
Rating: 
Strategy Tip
You can take out some people with a Karate Chop and Submission. But you'd better do it quickly; Hit Points pile up quickly on Machoke.

36 Magmar 50 HP Type: UN
Rating: 
Strategy Tip
Two very nasty attacks for a Basic Pokémon.

Nidorino

60 HP

Type: UN

Rating

37



Strategy Tip

Double Kick and Horn Drill inflict damage. But the 60 HP and weakness to Psychic attacks temper his power.

Porygon

30 HP

Type: UN

Rating

39



Strategy Tip

Is this an Origami Pokémon or what? Conversion can work to your advantage sometimes, but the 30 HP is too low.

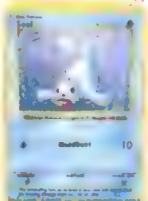
Seel

60 HP

Type: UN

Rating

41



Strategy Tip

Eventually, Seel will be Dewgong. And 60 HP is decent for a Basic. Hey — we all know you can't hurry evolution.

Abra

30 HP

Type: C

Rating

43



Strategy Tip

A silly little Basic mindreader, but still a good benchwarmer for Psychic decks. That's because he evolves into Kadabra.

Caterpie

40 HP

Type: C

Rating

45



Strategy Tip

Caterpie is a good first attacker in a Grass deck, as paralysis is a nasty side effect.

Diglett

30 HP

Type: C

Rating

47



Strategy Tip

Mud Slap is a solid attack for a Basic Pokémon. Hit Points are weak, but some players love throwing these things at the enemy.

Poliwhirl

60 HP

Type: UN

Rating

38



Strategy Tip

Undependable attacks, and low Hit Points. Better Stage-one Water Pokémon exist.

Raticate

60 HP

Type: UN

Rating

40



Strategy Tip

Oooh...Super Fang is nice! Unfortunately, you have to put up with 60 HP to get it. Not a current fave in any of the Big Three decks, but it has potential.

Wartortle

70 HP

Type: UN

Rating

42



Strategy Tip

We prefer Pokémon Breeder in our decks and skip right to Blastoise.

Bulbasaur

40 HP

Type: C

Rating

44



Strategy Tip

Leech Seed can be a powerful attack. For two Grass energy, you net a 30 damage advantage. And the evolution line is fairly powerful.

Charmander

50 HP

Type: C

Rating

46



Strategy Tip

Charmander's entire evolution is essentially colorless and can be added to any deck.

Dodou

50 HP

Type: C

Rating

48



Strategy Tip

Resistance to Fighting, free retreat cost and 50 HP. Not a bad Basic Pokémon here.

PoJo's Power Rating

- A: Excellent card
- B: Very Good
- C: Good
- D: Decent
- E: Fair
- F: Poor

BASIC SERIES

Legend

- B = Basic
- R = Rare
- UN = Uncommon
- C = Common

BASIC SERIES

Pojo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Legend

- H - Holofoil
- R - Rare
- UH - Uncommon
- C - Common

Drowzee

50 HP

Type: C

Rating:

49



Strategy Tip

Toilet paper material. Better Psychic Pokémon all around.

Koffing

50 HP

Type: C

Rating:

51



Strategy Tip

Koffing's Foul Gas can provide a no-lose attack. And the 50 HP are all right for a Basic Pokémon.

Magnemite

40 HP

Type: C

Rating:

53



Strategy Tip

Magnemite is the Death Wish Pokémon. Why? Because it does loads of damage at the ultimate cost.

Nidoran (male)

40 HP

Type: C

Rating:

55



Strategy Tip

Strong-but-undependable attack.

Pidgey

40 HP

Type: C

Rating:

57



Strategy Tip

Tastes just like chicken!

Poliwag

40 HP

Type: C

Rating:

59



Strategy Tip

The building block of many good Water decks, with a minor-league but still effective Water Gun attack and acceptable Hit Points.

Gastly

30 HP

Type: C

Rating:

50



Strategy Tip

Keep this Level-8 Gastly in the shoebox and put the Level-17 Fossil Gastly in your deck.

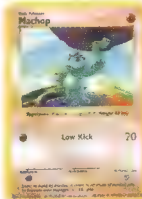
Machop

50 HP

Type: C

Rating:

52



Strategy Tip

Machop works better when you don't evolve it.

Metapod

70 HP

Type: C

Rating:

54



Strategy Tip

This Pokémon is a stage-one evolution of Caterpie with the same substantial limitations.

Onix

90 HP

Type: C

Rating:

56



Strategy Tip

90 HP for a Basic? It comes at a cost: Retreat cost is high and Rock Throw isn't exactly a killer attack. On the other hand, Harden can keep him out there a while.

Pikachu

40 HP

Type: C

Rating:

58



Strategy Tip

This is a good Basic Pokémon. And, as we all know, this popular Pokémon is just as cute as can be!

Ponyta

40 HP

Type: C

Rating:

60



Strategy Tip

For a mere two Fire energy you can suck 30 HP from your opponent (60 if a Plant Pokémon) and it costs just one Double Colorless for a 20 move.

Pojo's Power Rating

- 5 - Amazing
- 4 - Very Good
- 3 - Good
- 2 - Fair
- 1 - Poor
- 0 - Worst

BASIC SERIES

- Legend
- HS - Hit Points
 - TS - Type
 - UR - Uncommon
 - C - Common

61 **Rattata**
30 HP Type: C
Rating: 2



Strategy Tip
This Pokémon has bite. Unfortunately, though, its 30 HP restricts it to the bench more often than not.

62 **Sandslash**
40 HP Type: G
Rating: 2



Strategy Tip
Useful against Lightning decks, otherwise mostly not useful. Even on the bench Sand attack is one of the wimpier moves out there.

63 **Squirtle**
40 HP Type: C
Rating: 2



Strategy Tip
Blastoise has to come from somewhere. Withdraw attack works here, too. The best Water decks are full of Squirtle.

64 **Starmie**
60 HP Type: C
Rating: 2



Strategy Tip
Wouldn't you like just a little more out of your Pokémon when you evolve them?

65 **Staryu**
40 HP Type: C
Rating: 2



Strategy Tip
Isn't this strange? This Basic Pokémon is better than its evolved form!

66 **Tangela**
60 HP Type: G
Rating: 2



Strategy Tip
You'll get solid attacks with Tangela. However, the attacks probably cost way too much for what they deliver.

67 **Voltorb**
40 HP Type: C
Rating: 2



Strategy Tip
This is a good bench Pokémon because of what it becomes (Electrode) — not what it is (a basic Pokémon wimp).

68 **Vulpix**
50 HP Type: C
Rating: 2



Strategy Tip
Confuse Ray is expensive. Solid Hit Points brings it into consideration, but it's useful only if you know what to do with Ninetails.

69 **Weedle**
10 HP Type: C
Rating: 2




Strategy Tip
Weedle's Poison is a nasty side effect in the early game and a surprise tactic in the later game.

70 **Clefairy Doll**
10 HP Type: R
Rating: 2



Strategy Tip
What can you do with this little doll? Try using it to soak up a few Hit Points while you are regrouping.

71 **Computer Search**
Type: R
Rating: 3



Strategy Tip
Computer Search is a useful card because it helps you to tailor your hand to the opposition.

72 **Devolution Spray**
Type: R
Rating: 2



Strategy Tip
A last-ditch tactical card you should use only when you have a powerful stage-one or stage-two Pokémon in imminent danger. Easy pull from packs.

BASIC SERIES

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Impostor Professor Oak

Type: R

73



Rating: 3

Strategy Tip

Play it when you think your opponent has his hand and attacks all set. Watch his face for signs of confidence, then...ZINGGGGGG!

Lass

Type: R

75



Rating: 3

Strategy Tip

More useful since Fossil hit the scene. Useful against those "run you out of cards" decks.

Pokémon Trader

Type: R

77



Rating: 3

Strategy Tip

Lets you go get the perfect Pokémon for your current situation.

Super Energy Removal

Type: R

79



Rating: 3

Strategy Tip

Short-circuit a Zapdos. Dry out a Poliwrath. You can get your opponent really, really angry by using the Super Energy Removal.

Energy Retrieval

Type: UN

81



Rating: 3

Strategy Tip

This card has gotten more and more useful as the expansions come in.

Maintenance

Type: UN

83



Rating: 3

Strategy Tip

Here's how it always works: You shuffle in a Magikarp and a Clefairy Doll and get...Magikarp. Ugh!

Item Finder

Type: R

74



Rating: 3

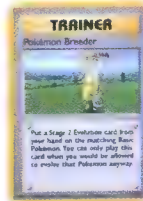
Strategy Tip

One in your deck is great for finding the perfect card in the late game.

Pokémon Breeder

Type: R

76



Rating: 3

Strategy Tip

This card is essential in the Blastoise Rain Dance deck.

Scoop Up

Type: R

78



Rating: 3

Strategy Tip

A fantastic card. Chansey has 10 damage counters on it? Not anymore!

Defender

Type: R

80



Rating: 3

Strategy Tip

Use this Defender Trainer card to augment the Hit Points of your high-powered, low Hit Point attack cards.

Full Head

Type: UN

82



Rating: 3

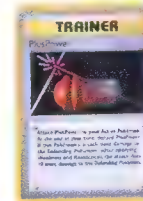
Strategy Tip

Other Trainers are much more useful in your deck.

PlusPower

Type: UN

84



Rating: 3

Strategy Tip

Make wimps into semi-wimps and powerhouses into untouchables. It's amazing what 10 extra damage can do.

Legend

- H - Holofoil
- R - Rare
- UN - Uncommon
- C - Common

Pokémon Center

Type: UN

85



Rating:



Strategy Tip

A card that can make your opponent's draw drop in an instant.

Pokédex

Type: UN

87



Rating:



Strategy Tip

You can start planning your future with this Trainer card. It's useful when you're in a long, tough game and need to plan ahead.

Revive

Type: UN

89



Rating:



Strategy Tip

Useful only if you have dead Pokémon you want revived and a spot on the bench. This card provides a good late-game move.

Bill

Type: C

91



Rating:



Strategy Tip

A common gets a 5.0 rating. YUP! It sure does. Can you say "Card Advantage"?

Gust of Wind

Type: C

93



Rating:



Strategy Tip

A very useful card. Blow in a low-Hit Point Pokémon from your opponent's bench for a light snack.

Switch

Type: C

95



Rating:



Strategy Tip

This Trainer card is Gust of Wind in reverse. That's not good if your bench consists of Magikarp, Caterpie and Porygon.

Pokémon Flute

Type: UN

86



Rating:



Strategy Tip

This is an odd, unessential escape card that does not help as much as many other Trainer cards.

Professor Oak

Type: UN

88



Rating:



Strategy Tip

Great in many decks, but it takes some skill to use correctly.

Super Potion

Type: UN

90



Rating:



Strategy Tip

The Super Potion Trainer card offers a fair trade—assuming that you're high on both energy and damage.

Energy Removal

Type: Rare H

92



Rating:



Strategy Tip

Although this card doesn't get your opponent as mad as Super Energy Removal, it'll get him or her angry enough.

Potion

Type: C

94



Rating:



Strategy Tip

Like the name implies, it's not as good as having a Super Potion card. This card is less expensive but less powerful.

Double Colorless Energy

Type: UN

96



Rating:



Strategy Tip

A commonly misunderstood card. You can only have four or fewer of these in your deck because they're not Basic energy. A great card for colorless attacks.

Pojo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the toolbox

BASIC SERIES

Legend

- H - Holofoil
- R - Rare
- UN - Uncommon
- C - Common

BASIC SERIES

PoJo's Power Rating

- 5 A master card
- 4 Very useful
- 3 Average
- 2 Limited uses
- 1 Keep in the shoebox

Fighting Energy

Type: C

97



Rating:



Strategy Tip

The number of these Energy cards that you have in your hand depends on the strategy you're playing.

Fire Energy

Type: C

98



Rating:



Strategy Tip

The number of them that you have in your hand depends on the strategy you are playing.

Grass Energy

Type: C

99



Rating:



Strategy Tip

The number of them that you have in your hand depends on the strategy you are playing.

Lightning Energy

Type: C

100



Rating:



Strategy Tip

The number of them that you have in your hand depends on the strategy you are playing.

Psychic Energy

Type: C

101



Rating:



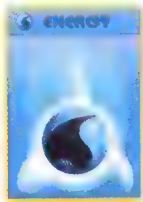
Strategy Tip

The number of them that you have in your hand depends on the strategy you are playing.

Water Energy

Type: C

102



Rating:



Strategy Tip

The number of them that you have in your hand depends on the strategy you are playing.

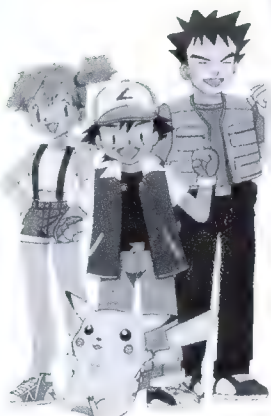
Legend

- H~Holofoil
- R~Rare
- UN~Uncommon
- C~Common

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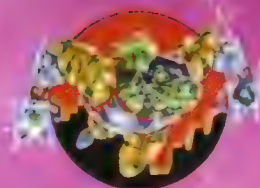
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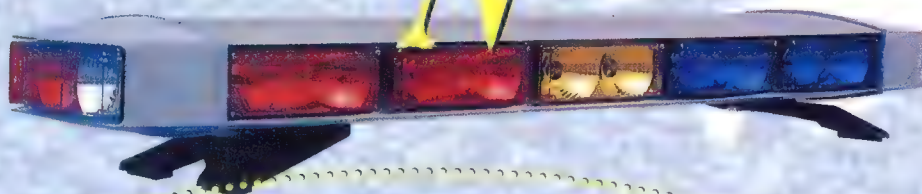
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By Hal Hintze

FAKE BAKE



Authorities turn up the heat on^X counterfeiters from coast to coast^X

Welcome, Pokéfanatics, to another episode of Crook 'n' Chase. That's right: The topic may be Pokémon and not TNN's prime-time talk show, but Crook 'n' Chase is definitely the show Nintendo's been airing lately.

Remember last month when we said Nintendo's U.S. seizures of phony Pokémon merchandise were soon going to top \$20 million? Well, the mark was topped with a bang. The largest-ever seizure of bogus Pokémon cards occurred last November 30, when, faster than you can say "Vileplume," federal agents raided three warehouses in the Hackensack, N.J., area.

What they found was amazing: The raided facilities looked like they could pump more than \$500,000 worth of phony Pokémon cards into

circulation — every week! The seizure included more than half a million bogus cards, freshly printed and ready to go anywhere genuine cards go.

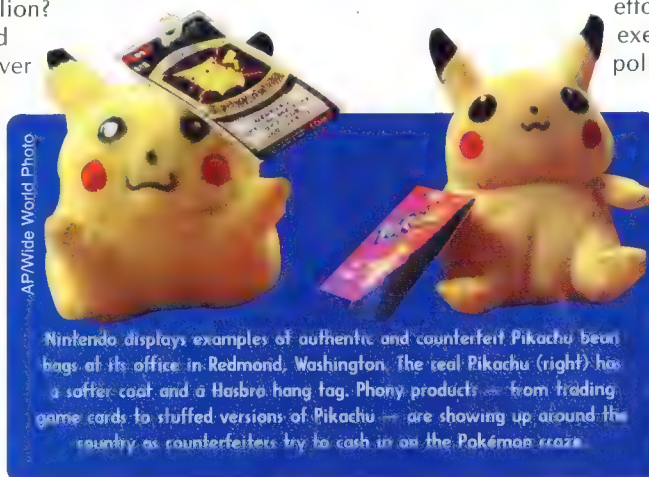
Nintendo's New York-based officials, working on information from Wizards of the Coast, tipped off Hackensack authorities to the activities of three "suspicious

printing facilities" in the Hackensack area. Not only were the phony cards seized, but so were printing machines and other "counterfeit production materials."

Thirteen arrests were made, and Nintendo quickly congratulated the local authorities for their assistance.

"As a result of the Hackensack Police Department's tireless efforts, this criminal action exemplifies Nintendo's policy to combat the

growing international problem of product piracy," said Jodi Daugherty, Nintendo's anti-piracy manager. "On behalf of Nintendo, Wizards of the Coast and Pokémon fans everywhere, we congratulate the Hackensack Police Department on a successful raid."



AP/Wide World Photo

Nintendo displays examples of authentic and counterfeit Pikachu bear bags at its office in Redmond, Washington. The real Pikachu (right) has a softer coat and a Hasbro hang tag. Phony products — from trading game cards to stuffed versions of Pikachu — are showing up around the country as counterfeiters try to cash in on the Pokémon craze.



A counterfeit Pokémon trading game card (left) is compared to a real one at Nintendo of America in Renton, Washington. The authentic card is thicker, has a more purple tone and bolder lettering. Counterfeiting has become such a problem that Nintendo (which owns the marketing license for all Pokémon merchandise) has trained U.S. Customs officials and police on how to spot fake cards.

The Hackensack police had their own spin on the day: "This wasn't just some little printing press; it was big bucks," said Edward Koester, deputy police chief.

And, of course, the investigation on this one continues.

What we don't know about this seizure is the quality of the counterfeits.

Pojo's has heard of fakes that are good enough to fool even the experts. They pass the famed "light test" readily and offer greater quality than some of the downright silly fakes that first grabbed our attention. The larger the printing facility, the likelier it is to have the high-end photography and printing equipment needed to pass a casual card inspection. That's why putting an operation such as this one out of commission is so important.

Kudos to Pojo's to Nintendo and Hackensack's finest.

Fake-Fighting

Another recent seizure occurred much closer to Pojo's Chicago-area home. This effort, on December 8-9, targeted a store in a strip mall on Chicago's



northwest side and spread "up the chain" to include several of the store's suppliers.

Thousands of fake Pokémon products were seized. Nintendo has stepped up efforts in Chicago and other Midwestern locales, since it's obvious that millions of dollars worth of phony stuff has already passed into the U.S. and worked its way through the chain.

Fake-fighting is an ongoing battle. Whether it's smaller efforts like this or the biggest ones, such as the Hackensack episode or the seizure of 540,000 phony cards at two Los Angeles-based toy wholesalers last July, we're all just happy that Nintendo makes the effort.

Every fake taken off the market protects the value of your real Pokémon items.

Shedding More Light

We're going to clarify something about that gosh-darned light test: It applies to the U.S. cards made by Wizards of the Coast (WotC, but may or may not apply to any of the existing or soon-to-be-released international variations of the game.

Specifically, Japanese Pokémon game cards do not pass the light test as practiced here, and shouldn't be tagged as counterfeits because of it. The Japanese cards are made by a different printer than the one used by WotC, using a slightly different paper. (Remember, the Japanese cards existed first.)

The U.S. cards are actually two-ply efforts: Two thinner pieces of card stock are glued together, then trimmed for the

final result. OK, it's three-ply if you count the glue as a "ply" but — call us impetuous — we do not count glue.

The German Pokémon game cards, on the other hand, pass the light test. WotC is obviously trying to make its international cards harder to counterfeit than the Japanese originals.

By the way, is anyone looking for a thoroughly peeled German Tangela card with now-unusable "Klammergriff" and "Giftpuder" attacks?

Check back next month and see what's the latest in the battle against phony Pokémon merchandise. ★



MADE IN CHINA

You may find this Squirtle plush toy irresistible, but it's not legit. Notice how the plush tag only says "Made in China." No company name or licensee information appears on the tag, as it does on both sides of a licensed Hasbro bean bag.

WARNING: INFLAMMABLE. ONLY WASH WITH DRY CLEAN.
WARNING: ALL NEW MATERIALS.
POLY PROPYLENE FILLING AND POLYESTER FABRIC.
MADE IN CHINA. © 1998

The Poké Scene

By Brian Brokaw

UPS and DOWNS in the Market

"Will the value of my cards go up or down over time?"

That's a question we're constantly asked at Pojo's.

Unfortunately, we can't predict the future (but you can bet that we wish we could!).

What we can do, though, is monitor real-world card sales, report these numbers monthly and highlight general trends. And here's what we've noticed recently:

The number of first-edition U.S. Base set transactions is steadily decreasing. Single first-edition Base set cards in mint/near-mint condition are rapidly becoming extinct. Part of the decrease in transaction numbers may stem from a slight waning of interest. However, the average Base set first-edition card's transaction value has dropped a bit from the previous month.

This "correction" in the market also appears with U.S. first-edition Jungle and Fossil expansion sets, but is limited to no more than 5 percent for the average card. Despite the minor downturn in first-edition singles, full-set transactions are at record highs and rarely seem to idle for long. The impetus for completing those hard-to-finish, first-edition sets should be stronger than ever before.

Most U.S. Unlimited print-run singles and nearly all Japanese Pocket Monster Card Game cards have increased in value the past month. The biggest mover is the



Japanese Gym 2 Trainer card, "Koga's Abnormal Body Skill" (aka "Koga's Transformation Magic").

This is the much-disputed "manji" card, which many Americans say has a symbol that resembles a Nazi swastika. Consequently, the Uncommon card jumped from less than \$1 to an average of nearly \$20 — and, in some instances, as much as \$45!

As always, the most recent price-guide information (with ever-expanding promo-card coverage) can be found at www.pojocom.com. ★



Top 10 Cards COLLECTORS

1. Birthday Pikachu (Japanese promo)
2. 1st Edition Charizard (American base set)
3. 1st Edition Charizard (French Base set)
4. Ancient Mew (Japanese movie promo)
5. Pokémon League Mew
6. Jumbo Japanese Charizard (CoroCoro)
7. Japanese Fossil Mew (Japanese Fossil)
8. Here Comes Team Rocket (Japanese Rocket)
9. 1st Edition Charizard (German Base set)
10. Japanese Neo nine-card binder set



Top 10 Cards PLAYERS (U.S. Cards)

1. Chansey
2. Blastoise
3. Zapdos (Fossil)
4. Hitmonlee
5. Hitmonchan
6. Magmar (Fossil)
7. Wigglytuff
8. Electabuzz
9. Slowpoke
10. Mr. Mime



PoJo's Price Leaders (U.S. Fossil/1st Edition)

Gengar	\$17
Articuno	\$16
Moltres	\$16
Haunter	\$15
Zapdos	\$15



PokéFeverHeats up in Europe

By Catherine Buckley

Here's a quick quiz: If you have a first-edition "Dracaufeu," what do you have?

Hint: You'd also have a first-edition "Glurak" (it's the same thing).

Give up? You'd have a first-edition Charizard!

How can that be? It's because Pokémon has invaded Europe. Dracaufeu is the French Charizard and Glurak is the German version.

Unlike the significant changes made to cards in the transition from Japan to North America, the European cards look identical to the North American ones. Wizards of the Coast (WotC) has the license to produce the Pokémon card game in Europe. Now, it's merely translating its English-language cards into different languages.

Just like the U.S. packs, the European ones contain one foil card every three or so packs. The wrappers for the packs use the same artwork, the cards have the same layout, and as long as you don't read them, you'll never be able to find the differences.

Just like with the U.S. cards, WotC has released first-edition versions of its German and French packs. For the first three days of production, "First Edition" is stamped on the cards. Collectors are eagerly seeking out these European first-edition cards, which



Packaging changes temporarily halted production of German Pokémon cards.

sell for \$10-20 each; sealed boxes go for about \$200-300 each. Key first-edition cards, like Dracaufeu or Glurak, can sell for as much as \$150.

For a while, a problem occurred with the German release. Since other countries' laws differ in what's considered acceptable for children, changes had to be made to the packaging and production stopped for a short time. But shipments have resumed and Poké fever is in full motion.

The French version is only being distributed in France, but many of those cards and boxes are ending up in Canada. In fact, there are almost as many French-language cards circulating in Canada as there are in France. Due to strong Canadian demand, prices in North America for the French versions of Pokémon are generally about 5 to 20 percent higher than their German counterparts. ★



PoJo's Price Leaders (U.S. Basic/1st Edition)

Charizard	\$225
Blastoise	\$79
Venusaur	\$52
Chansey	\$43
Zapdos	\$43
Clefairy	\$42
Nidoking	\$42



PoJo's Price Leaders (U.S. Jungle/1st Edition)

Scyther	\$16
Wigglytuff	\$15
Mr. Mime	\$14
Venomoth	\$13
Vileplume	\$13

PoJo's PriceGuide

U.S. CARDS

1st Edition cards are specially marked with the "Edition 1" stamp to signify their limited print-run status. These cards were only available in mass retail for a short time and current prices reflect this limited production.

"Unlimited" cards do not have the "Edition 1" stamp and remain in production.

PoJo's Pokémon does NOT sell cards — the price guide is compiled for clarification of relative values and what you might expect to pay at game stores or collectible dealers for these cards.

No special pricing is given for unique "error" cards (such as yellow-cheek Pikachu or no-damage Ninetales) because of limited pricing data available and the large quantity of misprints in these sets.

TYPE: C=Colorless, F=Fighting, R=Fire, G=Grass, L=Lightning, P=Psychic, W=Water, T=Trainer, E=Energy

RARITY: H=Holographic (Foil), R=Rare (non-Foil), U=Uncommon, C=Common, N=nondesignated (basic energy)

BASIC SET

(1st/UL Edition)

Approximate date initially released:

Starter Decks Dec. 1998
Theme Decks Jan. 1999
Booster Packs Jan. 1999
(Edition 1/Limited Print Run)
Booster Packs Feb. 1999
(Unlimited Print Run)

102 Total cards:

16 Foil (ultra-rare "holographic")
16 Rare (non-"holographic")
32 Uncommon
32 Common
6 Basic Energy (no rarity)



Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited
Alakazam	1/102	(H)	(P)	Lv42	#065	\$41.00	\$15.00
Blastoise	2/102	(H)	(W)	Lv52	#009	\$79.00	\$18.00
Chansey	3/102	(H)	(C)	Lv55	#113	\$43.00	\$14.00
Charizard	4/102	(H)	(R)	Lv76	#006	\$225.00	\$42.00
Clefairy	5/102	(H)	(C)	Lv14	#035	\$42.00	\$12.00
Gyarados	6/102	(H)	(W)	Lv41	#130	\$36.00	\$12.00
Hitmonchan	7/102	(H)	(F)	Lv33	#107	\$34.00	\$11.00
Machop	8/102	(H)	(F)	Lv67	#068	\$10.00	-----
Magneton	9/102	(H)	(L)	Lv28	#082	\$27.00	\$10.00
Mewtwo	10/102	(H)	(P)	Lv53	#150	\$36.00	\$11.00
Nidoking	11/102	(H)	(G)	Lv48	#034	\$42.00	\$11.00
Ninetales	12/102	(H)	(R)	Lv32	#038	\$32.00	\$10.00
Poliwrath	13/102	(H)	(W)	Lv48	#062	\$31.00	\$10.00
Raichu	14/102	(H)	(L)	Lv40	#026	\$37.00	\$13.00
Venusaur	15/102	(H)	(G)	Lv67	#003	\$52.00	\$14.00
Zapdos	16/102	(H)	(L)	Lv64	#145	\$43.00	\$15.00
Beedrill	17/102	(R)	(G)	Lv32	#015	\$12.00	\$4.00
Dragonair	18/102	(R)	(C)	Lv33	#148	\$14.00	\$5.00
Dugtrio	19/102	(R)	(F)	Lv36	#051	\$12.00	\$4.00
Electabuzz	20/102	(R)	(L)	Lv35	#125	\$15.00	\$5.00
Electrode	21/102	(R)	(L)	Lv40	#101	\$12.00	\$4.00
Pidgeotto	22/102	(R)	(C)	Lv36	#017	\$12.00	\$4.00
Arcanine	23/102	(U)	(R)	Lv45	#059	\$4.50	\$1.00
Charmeleon	24/102	(U)	(R)	Lv32	#005	\$5.00	\$1.00
Dewgong	25/102	(U)	(W)	Lv42	#087	\$4.50	\$1.00
Dratini	26/102	(U)	(C)	Lv10	#147	\$4.50	\$1.00
Farfetch'd	27/102	(U)	(C)	Lv20	#083	\$4.00	\$1.00
Growlithe	28/102	(U)	(R)	Lv18	#058	\$5.00	\$1.00

Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited
J Haunter	29/102	(P)	(P)	Lv22	#093	\$4.50	\$1.00
J Ivysaur	30/102	(G)	(G)	Lv20	#002	\$4.50	\$1.00
J Jynx	31/102	(P)	(P)	Lv23	#124	\$4.50	\$1.00
J Kadabra	32/102	(U)	(P)	Lv38	#064	\$4.50	\$1.00
J Kakuna	33/102	(U)	(G)	Lv23	#014	\$4.50	\$1.00
J Machopke	35/102	(U)	(W)	Lv08	#129	\$4.50	\$1.00
J Magmar	36/102	(U)	(R)	Lv24	#126	\$4.50	\$1.00
J Nidorino	37/102	(U)	(G)	Lv25	#033	\$4.50	\$1.00
J Poliwhirl	38/102	(U)	(W)	Lv28	#061	\$4.50	\$1.00
J Porygon	39/102	(U)	(C)	Lv12	#137	\$4.50	\$1.00
J Raticate	40/102	(U)	(C)	Lv41	#020	\$4.50	\$1.00
J Seel	41/102	(U)	(W)	Lv12	#086	\$4.50	\$1.00
J Wartortle	42/102	(U)	(W)	Lv22	#008	\$5.00	\$1.00
J Abra	43/102	(C)	(P)	Lv10	#063	\$2.00	\$0.25
J Bulbasaur	44/102	(C)	(G)	Lv13	#001	\$2.25	\$0.25
J Caterpie	45/102	(C)	(G)	Lv13	#010	\$2.00	\$0.25
J Charmander	46/102	(C)	(R)	Lv10	#004	\$2.50	\$0.25
J Diglett	47/102	(C)	(F)	Lv08	#050	\$2.00	\$0.25
J Doduo	48/102	(C)	(C)	Lv10	#084	\$2.00	\$0.25
J Drowzee	49/102	(C)	(P)	Lv12	#096	\$2.00	\$0.25
J Gastly	50/102	(C)	(P)	Lv08	#092	\$2.00	\$0.25
J Koffing	51/102	(C)	(G)	Lv13	#109	\$2.00	\$0.25
J Machop	52/102	(C)	(F)	Lv20	#066	\$2.00	\$0.25
J Magneite	53/102	(C)	(L)	Lv13	#081	\$2.00	\$0.25
J Metapod	54/102	(C)	(G)	Lv21	#011	\$2.00	\$0.25
J Nidoran(M)	55/102	(C)	(G)	Lv20	#032	\$2.00	\$0.25
J Onix	56/102	(C)	(F)	Lv12	#095	\$2.00	\$0.25
J Pidgey	57/102	(C)	(C)	Lv08	#016	\$2.00	\$0.25
J Pikachu	58/102	(C)	(L)	Lv12	#025	\$4.50	\$0.30
J Poliwhag	59/102	(C)	(W)	Lv13	#060	\$2.00	\$0.25
J Ponyta	60/102	(C)	(R)	Lv10	#077	\$2.00	\$0.25
J Rattata	61/102	(C)	(C)	Lv09	#019	\$2.00	\$0.25
J Sandshrew	62/102	(C)	(F)	Lv12	#027	\$2.00	\$0.25
J Squirtle	63/102	(C)	(W)	Lv08	#007	\$2.25	\$0.25
J Starmie	64/102	(C)	(W)	Lv28	#121	\$2.00	\$0.25
J Staryu	65/102	(C)	(W)	Lv15	#120	\$2.00	\$0.25
J Tangela	66/102	(C)	(G)	Lv08	#114	\$2.00	\$0.25
J Voltorb	67/102	(C)	(L)	Lv10	#100	\$2.00	\$0.25
J Vulpix	68/102	(C)	(R)	Lv11	#037	\$2.00	\$0.25
J Weedle	69/102	(C)	(G)	Lv12	#013	\$2.00	\$0.25
J Clefairy Doll	70/102	(R)	(T)		Trainer Card	\$10.00	\$3.00
J Computer Search	71/102	(R)	(T)		Trainer Card	\$12.00	\$4.00
J Devolution Spray	72/102	(R)	(T)		Trainer Card	\$9.00	\$3.00
J Impostor Prof Oak	73/102	(R)	(T)		Trainer Card	\$9.00	\$3.00
J Item Finder	74/102	(R)	(T)		Trainer Card	\$10.00	\$3.50
J Lass	75/102	(R)	(T)		Trainer Card	\$10.00	\$3.50
J Pokemon Breeder	76/102	(R)	(T)		Trainer Card	\$9.00	\$3.00
J Pokemon Trader	77/102	(R)	(T)		Trainer Card	\$9.00	\$3.50
J Scoop Up	78/102	(R)	(T)		Trainer Card	\$9.00	\$3.50
J Super Energy Rem	79/102	(R)	(T)		Trainer Card	\$10.00	\$4.50
J Defender	80/102	(U)	(T)		Trainer Card	\$3.00	\$0.50
J Energy Retrieval	81/102	(U)	(T)		Trainer Card	\$3.00	\$0.50
J Full Heal	82/102	(U)	(T)		Trainer Card	\$3.00	\$0.50
J Maintenance	83/102	(U)	(T)		Trainer Card	\$3.00	\$0.50
J PlusPower	84/102	(U)	(T)		Trainer Card	\$3.00	\$0.50
J Pokemon Center	85/102	(U)	(T)		Trainer Card	\$3.00	\$0.50
J Pokemon Flute	86/102	(U)	(T)		Trainer Card	\$3.00	\$0.50
J Pokedex	87/102	(U)	(T)		Trainer Card	\$3.00	\$0.50
J Professor Oak	88/102	(U)	(T)		Trainer Card	\$7.00	\$1.50
J Revive	89/102	(U)	(T)		Trainer Card	\$3.00	\$0.50
J Super Potion	90/102	(U)	(T)		Trainer Card	\$3.00	\$0.50
J Bill	91/102	(C)	(T)		Trainer Card	\$1.50	\$0.25
J Energy Removal	92/102	(C)	(T)		Trainer Card	\$1.50	\$0.25
J Gust of Wind	93/102	(C)	(T)		Trainer Card	\$1.50	\$0.25
J Potion	94/102	(C)	(T)		Trainer Card	\$1.50	\$0.25
J Switch	95/102	(C)	(T)		Trainer Card	\$1.50	\$0.25
J Double Colorless	96/102	(U)	(E)		Energy Card	\$3.50	\$1.50
J Fighting Energy	97/102	(U)	(E)		Energy Card	\$1.50	\$0.25
J Fire Energy	97/102	(U)	(E)		Energy Card	\$1.50	\$0.25
J Grass Energy	97/102	(U)	(E)		Energy Card	\$1.50	\$0.25
J Lightning Energy	97/102	(U)	(E)		Energy Card	\$1.50	\$0.25
J Psychic Energy	97/102	(U)	(E)		Energy Card	\$1.50	\$0.25
J Water Energy	97/102	(U)	(E)		Energy Card	\$1.50	\$0.25

JUNGLE EXPANSION

(1st/UL Edition)

Approximate date initially released:

Theme Decks June 1999

Booster Packs June 1999
(Edition 1/Limited Print Run)

Booster Packs June 1999
(Unlimited Print Run)

64 Total cards:

16 Foil (ultra-rare holographic)

16 Rare (non-holographic)

16 Uncommon

16 Common

6 Basic Energy (no rarity)

Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited
J Clefable	1/64	(H)	(C)	Lv34	#036	\$12.00	\$8.00
J Electrode	2/64	(H)	(L)	Lv42	#101	\$12.00	\$2.00
J Flareon	3/64	(H)	(R)	Lv28	#136	\$12.00	\$8.00
J Jolteon	4/64	(H)	(L)	Lv29	#135	\$12.00	\$8.00
J Kangaskhan	5/64	(H)	(C)	Lv40	#115	\$12.00	\$8.00
J Mr. Mime	6/64	(H)	(P)	Lv28	#122	\$14.00	\$10.00
J Nidoqueen	7/64	(H)	(G)	Lv43	#031	\$12.00	\$7.00
J Pidgeot	8/64	(H)	(C)	Lv40	#018	\$12.00	\$7.00
J Pinsir	9/64	(H)	(G)	Lv24	#127	\$12.00	\$8.00
J Scyther	10/64	(H)	(G)	Lv25	#123	\$16.00	\$10.00
J Snorlax	11/64	(H)	(C)	Lv20	#143	\$12.00	\$8.00
J Vaporeon	12/64	(H)	(W)	Lv42	#134	\$12.00	\$9.00
J Venomoth	13/64	(H)	(G)	Lv28	#049	\$13.00	\$8.00
J Victreebel	14/64	(H)	(G)	Lv42	#071	\$12.00	\$8.00
J Vileplume	15/64	(H)	(G)	Lv35	#045	\$13.00	\$9.00
J Wigglytuff	16/64	(H)	(C)	Lv36	#040	\$15.00	\$10.00
J Clefable	17/64	(R)	(C)	Lv34	#036	\$7.00	\$4.00
J Electrode	18/64	(R)	(L)	Lv42	#101	\$7.00	\$4.00
J Flareon	19/64	(R)	(R)	Lv28	#136	\$7.00	\$4.00
J Jolteon	20/64	(R)	(L)	Lv29	#135	\$7.00	\$4.00
J Kangaskhan	21/64	(R)	(C)	Lv40	#115	\$7.00	\$4.00
J Mr. Mime	22/64	(R)	(P)	Lv28	#122	\$8.00	\$5.00
J Nidoqueen	23/64	(R)	(G)	Lv43	#031	\$7.00	\$4.00
J Pidgeot	24/64	(R)	(C)	Lv40	#018	\$7.00	\$4.00
J Pinsir	25/64	(R)	(G)	Lv24	#127	\$7.00	\$4.00
J Scyther	26/64	(R)	(G)	Lv25	#123	\$9.00	\$6.00
J Snorlax	27/64	(R)	(C)	Lv20	#143	\$7.00	\$4.00
J Vaporeon	28/64	(R)	(W)	Lv42	#134	\$7.00	\$4.00
J Venomoth	29/64	(R)	(G)	Lv28	#049	\$7.00	\$4.00
J Victreebel	30/64	(R)	(G)	Lv42	#071	\$7.00	\$4.00
J Vileplume	31/64	(R)	(G)	Lv35	#045	\$7.00	\$4.00
J Wigglytuff	32/64	(R)	(C)	Lv36	#040	\$8.00	\$6.00
J Butterfree	33/64	(U)	(G)	Lv28	#012	\$1.00	\$0.50
J Dodrio	34/64	(U)	(C)	Lv28	#085	\$1.00	\$0.50
J Exeggutor	35/64	(U)	(G)	Lv35	#103	\$1.00	\$0.50
J Fearow	36/64	(U)	(C)	Lv27	#022	\$1.00	\$0.50
J Gloom	37/64	(U)	(G)	Lv22	#044	\$1.00	\$0.50
J Lickitung	38/64	(U)	(C)	Lv26	#108	\$1.00	\$0.50
J Marowak	39/64	(U)	(F)	Lv26	#105	\$1.00	\$0.50
J Nidorina	40/64	(U)	(G)	Lv24	#030	\$1.00	\$0.50
J Parasect	41/64	(U)	(G)	Lv28	#047	\$1.00	\$0.50
J Persian	42/64	(U)	(C)	Lv25	#053	\$1.00	\$0.50
J Primeape	43/64	(U)	(F)	Lv35	#057	\$1.00	\$0.50
J Rapidash	44/64	(U)	(R)	Lv33	#078	\$1.00	\$0.50
J Rhydon	45/64	(U)	(F)	Lv48	#112	\$1.00	\$0.50
J Seaking	46/64	(U)	(W)	Lv28	#119	\$1.00	\$0.50



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PoJo's PriceGuide

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Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited
♣ Tauros	47/64	(U)	(C)	Lv32	#128	\$1.00	\$0.50
♣ Weepinbell	48/64	(U)	(G)	Lv28	#070	\$1.00	\$0.50
♣ Bellsprout	49/64	(C)	(G)	Lv11	#069	\$0.50	\$0.25
♣ Cubone	50/64	(C)	(F)	Lv13	#104	\$0.50	\$0.25
♣ Eevee	51/64	(C)	(C)	Lv12	#133	\$0.50	\$0.25
♣ Exeggcute	52/64	(C)	(G)	Lv14	#102	\$0.50	\$0.25
♣ Goldeen	53/64	(C)	(W)	Lv12	#118	\$0.50	\$0.25
♣ Jigglypuff	54/64	(C)	(C)	Lv14	#039	\$0.50	\$0.25
♣ Mankey	55/64	(C)	(F)	Lv07	#056	\$0.50	\$0.25
♣ Meowth	56/64	(C)	(C)	Lv15	#052	\$0.50	\$0.25
♣ Nidoran(F)	57/64	(C)	(G)	Lv13	#029	\$0.50	\$0.25
♣ Oddish	58/64	(C)	(G)	Lv08	#043	\$0.50	\$0.25
♣ Paras	59/64	(C)	(G)	Lv08	#046	\$0.50	\$0.25
♣ Pikachu	60/64	(C)	(L)	Lv14	#025	\$0.50	\$0.25
♣ Rhyhorn	61/64	(C)	(F)	Lv18	#111	\$0.50	\$0.25
♣ Spearow	62/64	(C)	(C)	Lv13	#021	\$0.50	\$0.25
♣ Venonat	63/64	(C)	(G)	Lv12	#048	\$0.50	\$0.25
♣ Poke Ball	64/64	(C)	(T)		Trainer Card	\$0.50	\$0.25

\$2.00-10.00

\$1.00-2.00

Common \$4 and up

FOSSIL EXPANSION

(1st/UL Edition)

Approximate date initially released:

Theme Decks..... Oct. 1999

Booster Packs..... Oct. 1999
(Unlimited Print Run)

Booster Packs..... Oct. 1999
(Edition 1 - Limited Print Run)

62 Total cards:

15 Foil (ultra-rare holographic)

15 Rare (non-holographic)

16 Uncommon

16 Common

Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited
♣ Aerodactyl	1/62	(H)	(F)	Lv28	#142	\$14.00	\$8.00
♣ Articuno	2/62	(H)	(W)	Lv35	#144	\$16.00	\$9.00
♣ Ditto	3/62	(H)	(C)	Lv20	#132	\$14.00	\$8.00
♣ Dragonite	4/62	(H)	(C)	Lv45	#149	\$14.00	\$8.00
♣ Gengar	5/62	(H)	(P)	Lv38	#094	\$17.00	\$10.00
♣ Haunter	6/62	(H)	(P)	Lv17	#093	\$15.00	\$10.00
♣ Hitmonlee	7/62	(H)	(F)	Lv30	#106	\$14.00	\$8.00
♣ Hypno	8/62	(H)	(P)	Lv36	#097	\$14.00	\$8.00
♣ Kabutops	9/62	(H)	(F)	Lv30	#141	\$15.00	\$8.00
♣ Lapras	10/62	(H)	(W)	Lv31	#131	\$14.00	\$8.00
♣ Magnetron	11/62	(H)	(L)	Lv35	#082	\$14.00	\$8.00
♣ Moltres	12/62	(H)	(R)	Lv35	#146	\$16.00	\$9.00
♣ Muk	13/62	(H)	(G)	Lv34	#089	\$14.00	\$8.00
♣ Raichu	14/62	(H)	(L)	Lv45	#026	\$14.00	\$8.00
♣ Zapdos	15/62	(H)	(R)	Lv40	#145	\$15.00	\$9.00
♣ Aerodactyl	16/62	(R)	(F)	Lv28	#142	\$10.00	\$5.00
♣ Articuno	17/62	(R)	(W)	Lv35	#144	\$10.00	\$6.00
♣ Ditto	18/62	(R)	(C)	Lv20	#132	\$9.00	\$5.00
♣ Dragonite	19/62	(R)	(C)	Lv45	#149	\$9.00	\$5.00
♣ Gengar	20/62	(R)	(P)	Lv38	#094	\$10.00	\$6.00
♣ Haunter	21/62	(R)	(P)	Lv17	#093	\$9.00	\$5.00

Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited
♣ Hitmonlee	22/62	(R)	(F)	Lv30	#106	\$9.00	\$5.00
♣ Hypno	23/62	(R)	(P)	Lv36	#097	\$8.50	\$4.00
♣ Kabutops	24/62	(R)	(F)	Lv30	#141	\$9.00	\$5.00
♣ Lapras	25/62	(R)	(W)	Lv31	#131	\$9.00	\$5.00
♣ Magnetron	26/62	(R)	(L)	Lv35	#082	\$9.00	\$4.00
♣ Moltres	27/62	(R)	(R)	Lv35	#146	\$10.00	\$6.00
♣ Muk	28/62	(R)	(G)	Lv34	#089	\$9.00	\$5.00
♣ Raichu	29/62	(R)	(L)	Lv45	#026	\$9.00	\$5.00
♣ Zapdos	30/62	(R)	(L)	Lv40	#145	\$10.00	\$5.00
♣ Arbok	31/62	(U)	(G)	Lv27	#024	\$1.00	\$0.50
♣ Cloyster	32/62	(U)	(W)	Lv25	#091	\$1.00	\$0.50
♣ Gastly	33/62	(U)	(P)	Lv17	#092	\$1.00	\$0.50
♣ Golbat	34/62	(U)	(G)	Lv29	#042	\$1.00	\$0.50
♣ Golduck	35/62	(U)	(W)	Lv27	#055	\$1.00	\$0.50
♣ Golem	36/62	(U)	(F)	Lv36	#076	\$1.00	\$0.50
♣ Graveler	37/62	(U)	(F)	Lv29	#075	\$1.00	\$0.50
♣ Kingler	38/62	(U)	(W)	Lv27	#099	\$1.00	\$0.50
♣ Magmar	39/62	(U)	(R)	Lv31	#126	\$1.00	\$0.50
♣ Omastar	40/62	(U)	(W)	Lv32	#139	\$1.00	\$0.50
♣ Sandslash	41/62	(U)	(F)	Lv33	#028	\$1.00	\$0.50
♣ Seadra	42/62	(U)	(W)	Lv23	#117	\$1.00	\$0.50
♣ Slowbro	43/62	(U)	(P)	Lv26	#080	\$1.00	\$0.50
♣ Tentacruel	44/62	(U)	(W)	Lv21	#073	\$1.00	\$0.50
♣ Weezing	45/62	(U)	(G)	Lv27	#110	\$1.00	\$0.50
♣ Ekans	46/62	(C)	(G)	Lv10	#023	\$0.50	\$0.25
♣ Geodude	47/62	(C)	(F)	Lv16	#074	\$0.50	\$0.25
♣ Grimer	48/62	(C)	(G)	Lv17	#088	\$0.50	\$0.25
♣ Horsea	49/62	(C)	(W)	Lv19	#116	\$0.50	\$0.25
♣ Kabuto	50/62	(C)	(F)	Lv09	#140	\$0.50	\$0.25
♣ Krabby	51/62	(C)	(W)	Lv20	#098	\$0.50	\$0.25
♣ Omanyte	52/62	(C)	(W)	Lv19	#138	\$0.50	\$0.25
♣ Psyduck	53/62	(C)	(W)	Lv15	#054	\$0.50	\$0.25
♣ Shellder	54/62	(C)	(W)	Lv08	#090	\$0.50	\$0.25
♣ Slowpoke	55/62	(C)	(P)	Lv18	#079	\$0.50	\$0.25
♣ Tentacool	56/62	(C)	(W)	Lv10	#072	\$0.50	\$0.25
♣ Zubat	57/62	(C)	(G)	Lv10	#041	\$0.50	\$0.25
♣ Mr. Fuji	58/62	(U)	(T)		Trainer Card	\$0.50	\$0.25
♣ Energy Search	59/62	(C)	(T)		Trainer Card	\$0.50	\$0.25
♣ Gambler	60/62	(C)	(T)		Trainer Card	\$0.50	\$0.25
♣ Recycle	61/62	(C)	(T)		Trainer Card	\$0.50	\$0.25
♣ Myst. Fossil	62/62	(C)	(T)		Trainer Card	\$0.50	\$0.25

\$2.50-10.00

Common \$2 and up

U.S. PROMOTIONAL CARDS

\$15-Lv12 (Basic Set) "E3" Pikachu:

A normal Basic (Lv 12) Pikachu with a small (foil) "E3" stamp below artwork. First released at the 1999 Electronic Entertainment Expo (E3) in Los Angeles (May '99). Later appeared in *Nintendo Power* magazine's September '99 issue with a much larger distribution.

\$10-Lv14 (Jungle Expansion) "W" Pikachu:

A normal Jungle expansion (Lv 14) Pikachu with a small (foil) "W" stamp below artwork. First released in *The Duelist* magazine's September 1999 issue as a promotional insert.

\$7-Lv9 (Fossil Expansion) "W" Kabuto:

A normal Fossil expansion (Lv 9) Kabuto with a small (foil) "W" stamp below artwork. First released in *Top Deck* magazine's December 1999 issue as a promotional insert.

\$9-Lv15 (Jungle Expansion) Gold Bordered Meowth

A normal Jungle expansion (Lv 15) Meowth with a gold border on the face of the card (instead of the normal yellow border). First released in

packages of Betty Crocker "Pokémon Rolls" fruit snacks packages. (Randomly inserted. Possible cards inserted are normal Base set commons.)

\$26-Lv34

Prerelease Clefable:

A normal Jungle (Lv 34) Clefable (holographic) with "PRERELEASE" stamped on top of artwork. First released in August 1999 to early sites of the WOTC Pokémon TCG League.

\$19-Lv28 Prerelease Aerodactyl (1st Edition):

A normal Fossil Aerodactyl (holographic) with "PRERELEASE" stamped on top of artwork. First released in October 1999 through the WOTC Pokémon TCG League.

\$95-Lv16 Promo

Pikachu (1st Edition)

A Pikachu (Lv 16) with a small (nonfoil) star and "Promo" stamped below artwork. 1st Edition initially released in Japan as one of two promotional inserts in *Hyper Coro Coro* magazine's May (Spring) Issue. Later, the 1st Edition appeared in random U.S. Jungle booster packs as a miscolored card. Later, released through Wizard's of the Coast's TCG Pokémon League in larger

distribution. Most released through the League are not 1st Edition.

\$95-Lv12 Promo Jigglypuff (1st Edition):

A (Lv 12) Jigglypuff with a small (non-foil) "Promo" (star symbol with "Promo") stamp below artwork. Initially released in Japan as one of two promotional insert cards in *Hyper Coro Coro* magazine's May (Spring) Issue. Later, distributed in U.S. as a promotional give away with the first 2 million copies of the *Pokémon: The First Movie* soundtrack.

\$5-Lv20 Promo Electabuzz

\$7-Lv60 Promo Mewtwo

\$7-Lv13 Promo Pikachu

\$5-Lv43 Promo Dragonite

These have a small (non-foil) star and "Promo" stamped below artwork and a gold foil "Kids WB Presents Pokémon: The First Movie" stamp on upper right corner of artwork. They have numbers instead of rarity symbols in the lower right corner: Electabuzz=2, Mewtwo=3, Pikachu=4, Dragonite=5. Initially released as a promo for *Pokémon: The First Movie* in the U.S. in November 1999.

JAPANESE CARDS

PoJo's Pokémon does NOT sell cards. These prices are compiled for clarification of relative values and what you might expect to pay at a game store or collectible dealer for these cards.

Many of the Trainer and Stadium cards in these sets have names that are not direct translations of the Japanese titles. In some instances, names were given to reflect the card's artwork or function.

RARITY: is designated: SR=Super-Rare (white star), SU=Super-Uncommon (white diamond), H=Holographic (Foil), R=Rare (non-Foil), U=Uncommon, C=Common; Basic energy has no rarity symbol

TYPE: C=Colorless, F=Fighting, R=Fire, G=Grass, L=Lightning, P=Psychic, W=Water, T=Trainer, E=Energy

BASIC SET

(Series 1)

Approximate date initially released: spring 1997

102 Total Cards:

16 Foil (ultra-rare holographic)

16 Rare (non-holographic)

32 Uncommon

32 Common

6 Basic Energy (no rarity)



Card Name	Rarity	Type	Level	Character#	Price
J Alakazam	(H)	(P)	Lv42	#065	\$18.00
J Blastoise	(H)	(W)	Lv52	#009	\$19.00
J Chansey	(H)	(C)	Lv55	#113	\$18.00
J Charizard	(H)	(R)	Lv76	#006	\$42.00
J Clefairy	(H)	(C)	Lv14	#035	\$15.00
J Gyarados	(H)	(W)	Lv41	#130	\$15.00
J Hitmonchan	(H)	(F)	Lv33	#107	\$16.00
J Machop	(H)	(F)	Lv67	#068	\$15.00
J Magnetron	(H)	(L)	Lv28	#082	\$15.00
J Mewtwo	(H)	(P)	Lv53	#150	\$17.00
J Nidoking	(H)	(G)	Lv48	#034	\$17.00
J Ninetales	(H)	(R)	Lv32	#038	\$16.00
J Poliwhirl	(H)	(W)	Lv48	#062	\$15.00
J Rachu	(H)	(L)	Lv40	#026	\$17.00
J Venusaur	(H)	(G)	Lv67	#003	\$17.00
J Zapdos	(H)	(L)	Lv64	#145	\$18.00
J Beedrill	(R)	(G)	Lv32	#015	\$8.00
J Dragonair	(R)	(C)	Lv33	#148	\$9.00
J Dugtrio	(R)	(F)	Lv36	#051	\$8.00
J Electabuzz	(R)	(L)	Lv35	#125	\$9.00
J Electrode	(R)	(L)	Lv40	#101	\$8.00
J Pidgeotto	(R)	(C)	Lv36	#017	\$8.00
J Arcanine	(U)	(R)	Lv45	#059	\$2.00
J Charmeleon	(U)	(R)	Lv32	#005	\$2.00
J Dewgong	(U)	(W)	Lv42	#087	\$2.00
J Dratini	(U)	(C)	Lv10	#147	\$2.00
J Farfetch'd	(U)	(C)	Lv20	#083	\$2.00
J Growlithe	(U)	(R)	Lv18	#058	\$2.00
J Haunter	(U)	(P)	Lv22	#093	\$2.00
J Ivysaur	(U)	(G)	Lv20	#002	\$2.00
J Jynx	(U)	(P)	Lv23	#124	\$2.00
J Kadabra	(U)	(P)	Lv38	#064	\$2.00
J Kakuha	(U)	(G)	Lv23	#014	\$2.00

Card Name	Rarity	Type	Level	Character#	Price
J Machoke	(U)	(F)	Lv40	#061	\$2.00
J Magikarp	(U)	(W)	Lv38	#129	\$2.00
J Magmar	(U)	(R)	Lv24	#126	\$2.00
J Nidorno	(U)	(G)	Lv25	#033	\$2.00
J Poliwhirl	(U)	(W)	Lv28	#061	\$2.00
J Porygon	(U)	(C)	Lv12	#137	\$2.00
J Raticate	(U)	(C)	Lv41	#020	\$2.00
J Seel	(U)	(W)	Lv12	#086	\$2.00
J Wartortle	(U)	(W)	Lv22	#008	\$2.00
J Abra	(C)	(P)	Lv10	#063	\$1.00
J Bulbasaur	(C)	(G)	Lv13	#001	\$1.00
J Caterpie	(C)	(G)	Lv13	#010	\$1.00
J Charmander	(C)	(R)	Lv10	#004	\$1.00
J Diglett	(C)	(F)	Lv08	#050	\$1.00
J Doduo	(C)	(C)	Lv10	#084	\$1.00
J Drowzee	(C)	(P)	Lv12	#096	\$1.00
J Gastly	(C)	(P)	Lv08	#092	\$1.00
J Koffing	(C)	(R)	Lv13	#109	\$1.00
J Machop	(C)	(F)	Lv20	#066	\$1.00
J Magnemite	(C)	(L)	Lv13	#081	\$1.00
J Metapod	(C)	(G)	Lv21	#011	\$1.00
J Nidoran(M)	(C)	(G)	Lv20	#032	\$1.00
J Onix	(C)	(F)	Lv12	#095	\$1.00
J Pidgey	(C)	(C)	Lv08	#016	\$1.00
J Pikachu	(C)	(C)	Lv12	#025	\$1.00
J Poliwhag	(C)	(W)	Lv13	#060	\$1.00
J Ponyta	(C)	(R)	Lv10	#077	\$1.00
J Rattata	(C)	(C)	Lv09	#019	\$1.00
J Sandshrew	(C)	(F)	Lv12	#027	\$1.00
J Squirtle	(C)	(W)	Lv08	#007	\$1.00
J Starmie	(C)	(W)	Lv28	#121	\$1.00
J Staryu	(C)	(C)	Lv15	#120	\$1.00
J Tangela	(C)	(G)	Lv08	#114	\$1.00
J Voltorb	(C)	(C)	Lv10	#100	\$1.00
J Vulpix	(C)	(R)	Lv11	#037	\$1.00
J Weedle	(C)	(G)	Lv12	#013	\$1.00
J Clefairy Doll	(R)			Trainer Card	\$6.00
J Computer Search	(R)	(T)		Trainer Card	\$7.00
J Devolution Spray	(R)	(T)		Trainer Card	\$6.00
J Impostor Professor Oak	(R)	(T)		Trainer Card	\$6.00
J Item Finder	(R)	(T)		Trainer Card	\$7.00
J Lass	(R)	(T)		Trainer Card	\$6.00
J Pokemon Breeder	(R)	(T)		Trainer Card	\$6.00
J Pokemon Trader	(R)	(T)		Trainer Card	\$7.00
J Scoop Up	(R)	(T)		Trainer Card	\$6.00
J Super Energy Removal	(R)	(T)		Trainer Card	\$7.00
J Defender	(U)	(T)		Trainer Card	\$2.00

PoJo's PriceGuide

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Card Name	Rarity	Type	Character#	Price
Energy Retrieval	(U)	(T)	Trainer Card	\$2.00
Full Heal	(U)	(T)	Trainer Card	\$2.00
Maintenance	(U)	(T)	Trainer Card	\$2.00
PlusPower	(U)	(T)	Trainer Card	\$2.00
Pokedex	(U)	(T)	Trainer Card	\$2.00
Pokemon Center	(U)	(T)	Trainer Card	\$2.00
Pokemon Flute	(U)	(T)	Trainer Card	\$2.00
Professor Oak	(U)	(T)	Trainer Card	\$3.00
Revive	(U)	(T)	Trainer Card	\$2.00
Super Potion	(U)	(T)	Trainer Card	\$2.00
Bill	(C)	(T)	Trainer Card	\$1.00
Gust of Wind	(C)	(T)	Trainer Card	\$1.00
Potion	(C)	(T)	Trainer Card	\$0.50
Switch	(C)	(T)	Trainer Card	\$1.00
Double Colorless Energy	(U)	(E)	Energy Card	\$3.00
Fighting Energy	(I)	(E)	Energy Card	\$1.00
Fire Energy	(I)	(E)	Energy Card	\$1.00
Grass Energy	(I)	(E)	Energy Card	\$1.00
Energy Removal	(C)	(T)	Trainer Card	\$1.00
Lightning Energy	(I)	(E)	Energy Card	\$1.00
Psychic Energy	(I)	(E)	Energy Card	\$1.00
Water Energy	(I)	(E)	Energy Card	\$1.00

Complete 102 card set

JUNGLE EXPANSION

(Series 2)

Approximate date initially released: summer 1997

48 Total Cards:

16 Rare (Foil)
16 Uncommon
16 Common



Card Name	Rarity	Type	Level	Character#	Price
Clefable	(H)	(C)	Lv34	#036	\$11.00
Electrode	(H)	(L)	Lv42	#101	\$11.00
Flareon	(H)	(R)	Lv28	#136	\$13.00
Jolteon	(H)	(L)	Lv29	#135	\$13.00
Kangaskhan	(H)	(C)	Lv40	#115	\$12.00
Mr. Mime	(H)	(P)	Lv28	#122	\$12.00
Nidoqueen	(H)	(G)	Lv43	#031	\$11.00
Pidgeot	(H)	(C)	Lv40	#018	\$11.00
Pinsir	(H)	(G)	Lv24	#127	\$11.00
Scyther	(H)	(G)	Lv25	#123	\$14.00
Snorlax	(H)	(C)	Lv20	#143	\$12.00
Vaporeon	(H)	(W)	Lv42	#134	\$13.00
Venomoth	(H)	(G)	Lv28	#049	\$11.00
Victreebel	(H)	(G)	Lv42	#071	\$11.00
Vileplume	(H)	(G)	Lv35	#045	\$12.00
Wigglytuff	(H)	(C)	Lv36	#040	\$14.00
Butterfree	(U)	(G)	Lv28	#012	\$2.00
Dodrio	(U)	(C)	Lv28	#085	\$2.00
Exegutor	(U)	(G)	Lv35	#103	\$2.00
Fearow	(U)	(C)	Lv27	#022	\$2.00
Gloom	(U)	(G)	Lv22	#044	\$2.00
Lickitung	(U)	(C)	Lv26	#108	\$2.00
Marowak	(U)	(F)	Lv26	#105	\$2.00
Nidorina	(U)	(G)	Lv24	#030	\$2.00
Parasect	(U)	(G)	Lv28	#047	\$2.00
Persian	(U)	(C)	Lv25	#053	\$2.00
Primeape	(U)	(F)	Lv35	#057	\$2.00
Rapidash	(U)	(R)	Lv33	#078	\$2.00
Rhydon	(U)	(F)	Lv48	#112	\$2.00
Seaking	(U)	(W)	Lv28	#119	\$2.00

Card Name	Rarity	Type	Level	Character#	Price
Tauros	(U)	(C)	Lv32	#128	\$2.00
Weepinbell	(U)	(G)	Lv28	#070	\$2.00
Bellsprout	(C)	(G)	Lv11	#069	\$1.00
Cubone	(C)	(F)	Lv13	#104	\$1.00
Eevee	(C)	(C)	Lv12	#133	\$1.00
Exeggcute	(C)	(G)	Lv14	#102	\$1.00
Golddeen	(C)	(W)	Lv12	#118	\$1.00
Jigglypuff	(C)	(C)	Lv14	#039	\$1.00
Mankey	(C)	(F)	Lv07	#056	\$1.00
Meowth	(C)	(C)	Lv15	#052	\$1.00
Nidoran(F)	(C)	(G)	Lv13	#029	\$1.00
Oddish	(C)	(G)	Lv08	#043	\$1.00
Paras	(C)	(G)	Lv08	#046	\$1.00
Pikachu	(C)	(L)	Lv14	#025	\$1.00
Rhyhorn	(C)	(F)	Lv18	#111	\$1.00
Spearow	(C)	(C)	Lv13	#021	\$1.00
Venonat	(C)	(G)	Lv12	#048	\$1.00
Poke Ball	(C)	(T)		Trainer Card	\$1.00

\$175.00

Complete 48 card set

FOSSIL EXPANSION

(Series 3)

Approximate date initially released: fall 1997

48 Total Cards:

16 Rare (Foil)
16 Uncommon
16 Common



Card Name	Rarity	Type	Level	Character#	Price
Aerodactyl	(H)	(F)	Lv28	#142	\$12.00
Articuno	(H)	(W)	Lv35	#144	\$14.00
Ditto	(H)	(C)	Lv20	#132	\$13.00
Dragonite	(H)	(C)	Lv45	#149	\$12.00
Gengar	(H)	(P)	Lv38	#094	\$14.00
Haunter	(H)	(P)	Lv17	#093	\$13.00
Hitmonlee	(H)	(F)	Lv30	#106	\$12.00
Hypno	(H)	(P)	Lv36	#097	\$12.00
Kabutops	(H)	(F)	Lv30	#141	\$12.00
Lapras	(H)	(W)	Lv31	#131	\$12.00
Magnetron	(H)	(L)	Lv35	#082	\$13.00
Mew	(H)	(P)	Lv23	#151	\$55.00
Moltres	(H)	(R)	Lv35	#146	\$14.00
Muk	(H)	(G)	Lv34	#089	\$12.00
Raichu	(H)	(L)	Lv45	#026	\$13.00
Zapdos	(H)	(L)	Lv40	#145	\$13.00
Arbok	(U)	(G)	Lv27	#024	\$2.00
Cloyster	(U)	(W)	Lv25	#091	\$2.00
Gastly	(U)	(P)	Lv17	#092	\$2.00
Golbat	(U)	(G)	Lv29	#042	\$2.00
Golduck	(U)	(W)	Lv27	#055	\$2.00
Golem	(U)	(F)	Lv36	#076	\$2.00
Graveler	(U)	(F)	Lv29	#075	\$2.00
Kingler	(U)	(W)	Lv27	#099	\$2.00
Magmar	(U)	(R)	Lv31	#126	\$2.00
Omastar	(U)	(W)	Lv32	#139	\$2.00
Sandslash	(U)	(F)	Lv33	#028	\$2.00
Seadra	(U)	(W)	Lv23	#117	\$2.00
Slowbro	(U)	(P)	Lv26	#080	\$2.00
Tentacool	(U)	(W)	Lv21	#073	\$2.00
Weezing	(U)	(G)	Lv27	#110	\$2.00
Ekans	(C)	(G)	Lv10	#023	\$1.00
Geodude	(C)	(F)	Lv16	#074	\$1.00
Grimer	(C)	(G)	Lv17	#088	\$1.00
Horsea	(C)	(W)	Lv19	#116	\$1.00
Kabuto	(C)	(F)	Lv09	#140	\$1.00
Krabby	(C)	(W)	Lv20	#098	\$1.00
Omanyte	(C)	(W)	Lv19	#138	\$1.00

12:58 PM 12/20/2014 8:00 AM

(Series 4)

65 Total Cards:

32 Common

12:48 Completion: 6/13/2019

(Series 5)

Some of the cards of this set are available in fixed 64 card "Gym Leaders" decks, (but not all of them). Cards that were taken from Theme Decks do not have rarity symbols on them. Theme Deck cards (without rarity symbols) are fixed sets and therefore typically lower in value than the cards listed here from the Expansion booster packs.

96 Total Cards:

16 Rare (Foil)

16 Rare (non-Foil)

32 Uncommon

32 Common

GYM LEADER TAKESHI (BROCK) CARDS:

Card Name	Rarity	Type	Level	Character#	Price
└ Brock (R) (T)				Trainer Card	\$8.00
└ Brock's Sandshrew (C) (F) . .			Lv20	#027	\$1.00
└ Brock's Sandslash (U) (F)			Lv34	#028	\$2.00
└ Brock's Diglett . . . (C) (F)			Lv13	#050	\$1.00
└ Brock's Mankey . . . (C) (F)			Lv12	#056	\$1.00
└ Brock's Primeape (U) (F)			Lv32	#057	\$2.00
└ Brock's Geodude . . (C) (F)			Lv13	#074	\$1.00
└ Brock's Geodude (C) (F)			Lv15	#074	\$1.00
└ Brock's Graveler (U) (F)			Lv32	#075	\$2.00
└ Brock's Golem . . . (R) (F)			Lv40	#076	\$8.00
└ Brock's Onix (C) (F)			Lv41	#095	\$1.00
└ Brock's Rhyhorn . . (C) (F)			Lv29	#111	\$1.00
└ Brock's Rhydon . . (H) (F)			Lv38	#112	\$12.00
└ Brock's Vulpix . . . (C) (R)			Lv10	#037	\$1.00
└ Brock's Vulpix . . . (U) (R)			Lv16	#037	\$2.00

PoJo's PriceGuide



GYM LEADER TAKESHI (BROCK) CARDS:

Card Name	Rarity	Type	Level	Character#	Price
□ Brock's Ninetales (H)	(H)	(R)	Lv30	#038	\$14.00
□ Brock's Zubat (C)	(C)	(G)	Lv11	#041	\$1.00
□ Brock's Golbat (U)	(U)	(G)	Lv30	#042	\$2.00
□ Brock's Lickitung (U)	(U)	(C)	Lv24	#108	\$2.00
□ Brock's Monster Search (U)	(U)	(T)		Trainer Card	\$2.00
□ Devolution Attack (U)	(U)	(T)		Trainer Card	\$2.00
□ Brock's Number One (R)	(R)	(T)		Trainer Card	\$6.00
□ Nivi City Gym (U)	(U)	(T)		Stadium Card	\$2.00

GYM LEADER KASUMI (MISTY) CARDS:

Card Name	Rarity	Type	Level	Character#	Price
□ Trainer Card Misty (R)	(R)	(T)			\$9.00
□ Misty's Psyduck (C)	(C)	(W)	Lv18	#054	\$1.00
□ Misty's Golduck (H)	(H)	(W)	Lv32	#055	\$12.00
□ Misty's Poliwhag (C)	(C)	(W)	Lv16	#060	\$1.00
□ Misty's Poliwhirl (U)	(U)	(W)	Lv37	#061	\$2.00
□ Misty's Tentacool (U)	(U)	(W)	Lv16	#072	\$2.00
□ Misty's Tentacruel (H)	(H)	(W)	Lv30	#073	\$12.00
□ Misty's Seel (C)	(C)	(W)	Lv14	#086	\$1.00
□ Misty's Dewgong (U)	(U)	(W)	Lv40	#087	\$2.00
□ Misty's Horsea (C)	(C)	(W)	Lv10	#116	\$1.00
□ Misty's Horsea (C)	(C)	(W)	Lv16	#116	\$1.00
□ Misty's Seadra (H)	(H)	(W)	Lv30	#117	\$12.00
□ Misty's Goldeen (C)	(C)	(W)	Lv10	#118	\$1.00
□ Misty's Staryu (C)	(C)	(W)	Lv16	#120	\$1.00
□ Misty's Magikarp (C)	(C)	(W)	Lv05	#129	\$1.00
□ Misty's Gyarados (H)	(H)	(W)	Lv42	#130	\$13.00
□ Misty's Heal (C)	(C)	(T)		Trainer Card	\$1.00
□ Misty's Peace (C)	(C)	(T)		Trainer Card	\$1.00
□ Misty's Anger (U)	(U)	(T)		Trainer Card	\$2.00
□ Misty's Love (R)	(R)	(T)		Trainer Card	\$6.00
□ Hanada City Gym (U)	(U)	(T)		Stadium Card	\$2.00

GYM LEADER MATHISU (LT. SURGE) CARDS:

Card Name	Rarity	Type	Level	Character#	Price
□ Lt. Surge (R)	(R)	(T)		Trainer Card	\$9.00
□ Lt. Surge's Pikachu (C)	(C)	(L)	Lv10	#025	\$1.00
□ Lt. Surge's Magnemite (U)	(U)	(L)	Lv10	#081	\$2.00
□ Lt. Surge's Magnemite (C)	(C)	(L)	Lv12	#081	\$2.00
□ Lt. Surge's Magnetron (H)	(H)	(L)	Lv30	#082	\$12.00
□ Lt. Surge's Voltorb (C)	(C)	(L)	Lv12	#100	\$1.00
□ Lt. Surge's Electabuzz (H)	(H)	(L)	Lv28	#125	\$13.00
□ Lt. Surge's Jolteon (R)	(R)	(L)	Lv62	#135	\$9.00
□ Lt. Surge's Rattata (C)	(C)	(C)	Lv07	#019	\$1.00
□ Lt. Surge's Raticate (U)	(U)	(C)	Lv33	#020	\$2.00
□ Lt. Surge's Spearow (C)	(C)	(C)	Lv17	#021	\$1.00
□ Lt. Surge's Fearow (H)	(H)	(C)	Lv30	#022	\$12.00
□ Lt. Surge's Eevee (U)	(U)	(C)	Lv10	#133	\$2.00
□ Energy Vortex (C)	(C)	(T)		Trainer Card	\$1.00
□ Surveillance (U)	(U)	(T)		Trainer Card	\$2.00
□ Lt. Surge's Handshake (U)	(U)	(T)		Trainer Card	\$2.00
□ Lt. Surge's Poke Ball (R)	(R)	(T)		Trainer Card	\$6.00
□ Kuchiba City Gym (U)	(U)	(T)		Stadium Card	\$2.00

GYM LEADER ERIKA CARDS:

Card Name	Rarity	Type	Level	Character#	Price
□ Erika (R)	(R)	(T)		Trainer Card	\$9.00
□ Erika's Bulbasaur (U)	(U)	(G)	Lv15	#001	\$2.00
□ Erika's Oddish (C)	(C)	(G)	Lv10	#043	\$1.00
□ Erika's Oddish (C)	(C)	(G)	Lv15	#043	\$1.00
□ Erika's Gloom (U)	(U)	(G)	Lv24	#044	\$2.00
□ Erika's Vileplume (H)	(H)	(G)	Lv34	#045	\$12.00
□ Erika's Paras (C)	(C)	(G)	Lv17	#046	\$1.00
□ Erika's Bellsprout (U)	(U)	(G)	Lv13	#069	\$2.00
□ Erika's Bellsprout (C)	(C)	(G)	Lv15	#069	\$1.00
□ Erika's Weepinbell (U)	(U)	(G)	Lv26	#070	\$2.00
□ Erika's Victreebel (R)	(R)	(G)	Lv37	#071	\$8.00
□ Erika's Exeggcute (U)	(U)	(G)	Lv15	#102	\$2.00
□ Erika's Exeggutor (U)	(U)	(G)	Lv31	#103	\$2.00
□ Erika's Tangela (C)	(C)	(G)	Lv21	#114	\$1.00
□ Erika's Clefairy (U)	(U)	(C)	Lv16	#035	\$2.00
□ Erika's Clefable (H)	(H)	(C)	Lv35	#036	\$12.00
□ Erika's Jigglypuff (C)	(C)	(C)	Lv13	#039	\$1.00
□ Erika's Dratini (U)	(U)	(C)	Lv14	#147	\$2.00
□ Erika's Dragonair (H)	(H)	(C)	Lv32	#148	\$14.00
□ Erika's Defender (R)	(R)	(T)		Trainer Card	\$6.00
□ Erika's Perfume (U)	(U)	(T)		Trainer Card	\$2.00
□ Erika Kneeling (U)	(U)	(T)		Trainer Card	\$2.00
□ Erika's Servants (U)	(U)	(T)		Trainer Card	\$2.00
□ Erika's Umbrella (R)	(R)	(T)		Trainer Card	\$6.00
□ Tamamushi City Gym (U)	(U)	(T)		Stadium Card	\$2.00

TEAM ROCKET CARDS:

Card Name	Rarity	Type	Level	Character#	Price
□ Rocket's Scyther (H)	(H)	(G)	Lv23	#123	\$15.00
□ Rocket's Moltres (H)	(H)	(R)	Lv26	#146	\$15.00
□ Rocket's Hitmonchan (H)	(H)	(F)	Lv29	#107	\$14.00
□ Team Rocket's Chase (H)	(H)	(T)		Trainer Card	\$12.00
□ Prison Gym (R)	(R)	(T)		Stadium Card	\$6.00

EXTRA STADIUM CARDS:

Card Name	Rarity	Type	Character#	Price
□ Flare Gym (R)	(R)	(T)		Stadium Card \$6.00
□ Psychedelic Gym (R)	(R)	(T)		Stadium Card \$6.00
□ Very Small Gym (C)	(C)	(T)		Stadium Card \$1.00
□ No-Energy-Removal Gym (R)	(R)	(T)		Stadium Card \$6.00

EXTRA: Complete 36 card set

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GYM LEADERS EXPANSION #2

(Series 6)

Approximate date initially released: Summer 1999

Some of the cards of this set are available in fixed 64 card "Gym Leaders" decks, (but not all of them). Cards that were taken from Theme Decks do not have rarity symbols on them. Theme Deck cards (without rarity symbols) are fixed sets and therefore typically lower in value than the cards listed here from the Expansion booster packs

98 Total Cards:

1 Super-Rare (non-Foil) • 1 Super-Uncommon (non-Foil) 16 Rare (Foil) • 16 Rare (non-Foil) 32 Uncommon (non-Foil) • 32 Common (non-Foil)

MISCELLANEOUS GYM LEADER CARDS:

Card Name	Rarity	Type	Level	Character#	Price
Imakuni's Doduo (SR)	(C)	(C)	Lv15	#084	\$35.00
Chansey	(SU)	(C)	Lv38	#113	\$21.00
Brock's Dugtrio (R)	(F)	(F)	Lv27	#051	\$8.00
Misty's Poliwrath (R)	(W)	(W)	Lv43	#062	\$8.00
Lt. Surge's Raichu (H)	(L)	(L)	Lv38	#026	\$12.00
Erka's Ivysaur (U)	(G)	(G)	Lv22	#002	\$2.00
Erka's Venusaur (H)	(G)	(G)	Lv45	#003	\$12.00

GYM LEADER KATSURA (BLAINE) CARDS:

Card Name	Rarity	Type	Level	Character#	Price
Blaine	(R)	(T)		Trainer Card	\$8.00
Blaine's Charmander (C)	(R)	(R)	Lv16	#004	\$1.00
Blaine's Charmeleon (U)	(R)	(R)	Lv29	#005	\$2.00
Blaine's Charizard (H)	(R)	(R)	Lv50	#006	\$20.00
Blaine's Vulpix (C)	(R)	(R)	Lv09	#037	\$1.00
Blaine's Ninetales (R)	(R)	(R)	Lv27	#038	\$9.00
Blaine's Mankey (C)	(F)	(F)	Lv14	#056	\$1.00
Blaine's Growlithe (C)	(R)	(R)	Lv15	#058	\$1.00
Blaine's Arcanine (H)	(R)	(R)	Lv42	#059	\$18.00
Blaine's Ponyta (C)	(R)	(R)	Lv13	#077	\$1.00
Blaine's Rapidash (U)	(R)	(R)	Lv31	#078	\$2.00
Blaine's Doduo (C)	(C)	(C)	Lv17	#084	\$1.00
Blaine's Rhyhorn (C)	(F)	(F)	Lv26	#111	\$1.00
Blaine's Kangaskhan (U)	(C)	(C)	Lv36	#115	\$2.00
Blaine's Magmar (U)	(R)	(R)	Lv29	#126	\$2.00
Blaine's Tauros (C)	(C)	(C)	Lv34	#128	\$1.00
Blaine's Moltres (H)	(R)	(R)	Lv44	#146	\$16.00
Blaine's Dice (C)	(T)			Trainer Card	\$1.00
Blaine's Poke Ball (U)	(T)			Trainer Card	\$2.00
Blaine's Stare (U)	(T)			Trainer Card	\$2.00
Guren Town Gym (U)	(T)			Stadium Card	\$2.00

GYM LEADER NATSUME (SABRINA) CARDS:

Card Name	Rarity	Type	Level	Character#	Price
Sabrina	(R)	(T)		Trainer Card	\$8.00
Sabrina's Venonat (C)	(G)	(G)	Lv13	#048	\$1.00
Sabrina's Venomoth (R)	(G)	(G)	Lv24	#049	\$8.00
Sabrina's Psyduck (C)	(W)	(W)	Lv16	#054	\$1.00
Sabrina's Golduck (R)	(W)	(W)	Lv33	#055	\$9.00
Sabrina's Abra (C)	(P)	(P)	Lv11	#063	\$1.00
Sabrina's Kadabra (U)	(P)	(P)	Lv41	#064	\$2.00
Sabrina's Alakazam (H)	(P)	(P)	Lv44	#065	\$15.00
Sabrina's Slowpoke (C)	(P)	(P)	Lv15	#079	\$1.00
Sabrina's Slowbro (U)	(P)	(P)	Lv29	#080	\$2.00
Sabrina's Gastly (U)	(P)	(P)	Lv10	#092	\$2.00
Sabrina's Haunter (U)	(P)	(P)	Lv20	#093	\$2.00
Sabrina's Gengar (H)	(P)	(P)	Lv39	#094	\$16.00
Sabrina's Drowzee (C)	(P)	(P)	Lv15	#096	\$1.00
Sabrina's Hypno (U)	(P)	(P)	Lv31	#097	\$2.00
Sabrina's Mr. Mime (C)	(P)	(P)	Lv20	#122	\$1.00
Sabrina's Jynx (U)	(P)	(P)	Lv21	#124	\$2.00
Sabrina's Porygon (C)	(C)	(C)	Lv17	#137	\$1.00
Sabrina's Poke Ball (C)	(T)			Trainer Card	\$1.00
Sabrina's Wrath (U)	(T)			Trainer Card	\$2.00
Sabrina's ESP (U)	(T)			Trainer Card	\$2.00
Yamanashi City Gym (U)	(T)			Stadium Card	\$2.00

GYM LEADER KYOU (KOGA) CARDS:

Card Name	Rarity	Type	Level	Character#	Price
Koga	(R)	(T)		Trainer Card	\$8.00
Koga's Weedle (C)	(G)	(G)	Lv13	#013	\$1.00
Koga's Kakuna (U)	(G)	(G)	Lv21	#014	\$2.00
Koga's Beedrill (H)	(G)	(G)	Lv34	#015	\$15.00
Koga's Pidgey (U)	(C)	(C)	Lv09	#016	\$2.00
Koga's Pidgey (C)	(C)	(C)	Lv15	#016	\$1.00
Koga's Pidgeotto (R)	(C)	(C)	Lv34	#017	\$8.00
Koga's Ekans (C)	(G)	(G)	Lv17	#023	\$1.00
Koga's Arbok (R)	(G)	(G)	Lv44	#024	\$8.00
Koga's Zubat (C)	(G)	(G)	Lv14	#041	\$1.00
Koga's Golbat (U)	(G)	(G)	Lv27	#042	\$2.00
Koga's Grimer (C)	(G)	(G)	Lv19	#088	\$1.00
Koga's Muk (R)	(G)	(G)	Lv38	#089	\$8.00
Koga's Koffing (C)	(G)	(G)	Lv10	#109	\$1.00
Koga's Koffing (U)	(G)	(G)	Lv15	#109	\$2.00
Koga's Weezing (U)	(G)	(G)	Lv31	#110	\$2.00
Koga's Tangela (C)	(G)	(G)	Lv16	#114	\$1.00
Koga's Ditto (H)	(C)	(C)	Lv12	#132	\$13.00
Phasing (C)	(T)			Trainer Card	\$1.00
Flying Garbage (C)	(T)			Trainer Card	\$1.00
Contract (U)	(T)			Trainer Card	\$2.00
Crystal Stadium (U)	(T)			Stadium Card	\$2.00

GYM LEADER SAKAKI (GIOVANNI) CARDS:

Card Name	Rarity	Type	Level	Character#	Price
Giovanni	(H)	(T)		Trainer Card	\$10.00
Giovanni's Nidoran (F) (C)	(G)	(G)	Lv11	#029	\$1.00
Giovanni's Nidorina (U)	(G)	(G)	Lv35	#030	\$2.00
Giovanni's Nidoqueen (R)	(G)	(G)	Lv51	#031	\$8.00
Giovanni's Nidoran (M) (C)	(G)	(G)	Lv14	#032	\$1.00
Giovanni's Nidorino (U)	(G)	(G)	Lv32	#033	\$2.00
Giovanni's Nidoking (H)	(G)	(G)	Lv58	#034	\$15.00
Giovanni's Meowth (U)	(C)	(C)	Lv12	#052	\$2.00
Giovanni's Meowth (C)	(C)	(C)	Lv17	#052	\$1.00
Giovanni's Persian (H)	(C)	(C)	Lv23	#053	\$14.00
Giovanni's Machop (C)	(F)	(F)	Lv18	#066	\$1.00
Giovanni's Machoke (U)	(F)	(F)	Lv36	#067	\$2.00

PoJo's PriceGuide

GYM LEADER SAKAKI (GIOVANNI) CARDS:

Card Name	Rarity	Type	Level	Character#	Price
Giovanni's Machop (H)	(H)	(F)	Lv50	#068	\$14.00
Giovanni's Pinsir (R)	(R)	(G)	Lv27	#127	\$9.00
Giovanni's Magikarp (C)	(C)	(W)	Lv09	#129	\$1.00
Giovanni's Gyarados (H)	(H)	(W)	Lv40	#130	\$15.00
Pool (C)	(C)	(T)		Trainer Card	\$1.00
Control (R)	(R)	(T)		Trainer Card	\$6.00
Tokuiwa City Gym (R)	(R)	(T)		Stadium Card	\$6.00

TEAM ROCKET CARDS:

Card Name	Rarity	Type	Level	Character#	Price
Rocket Gang (U)	(U)	(T)		Trainer Card	\$1.00
Rocket's Snorlax (R)	(R)	(C)	Lv40	#143	\$5.00
Rocket's Zapdos (H)	(H)	(L)	Lv34	#145	\$11.00
Rocket's Mewtwo (H)	(H)	(P)	Lv35	#150	\$14.00
Rocket's Potion (U)	(U)	(T)		Trainer Card	\$1.00
Killer Man-hole (U)	(U)	(T)		Trainer Card	\$1.00
Toxic Stadium (U)	(U)	(T)		Stadium Card	\$1.00

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TROPICAL ISLAND & RAINBOW ISLAND SETS

Approximate date initially released: July 1999

Available in fixed set, three-card promotional pack. Release timed with *Pikachu's Summer Vacation* in Japan.

No rarity symbols on these cards. (they are fixed sets)

TROPICAL ISLAND "JUNGLE" SET (TROPICAL SET #1)

Card Name	Type	Level	Character#	Price
Lickitung (C)	(C)	Lv25	#108	\$4.00
Vileplume (holographic)(G)	(G)	Lv25	#045	\$8.00
Primeape (F)	(F)	Lv26	#057	\$4.00

TROPICAL ISLAND "BEACH" SET (TROPICAL SET #2)

Card Name	Type	Level	Character#	Price
Exeggutor (G)	(G)	Lv27	#103	\$4.00
Slowking (holographic)(P)	(P)	Lv36		\$12.00
Wartortle (W)	(W)	Lv20	#008	\$4.00

TROPICAL ISLAND "SEA" SET (TROPICAL SET #3)

Card Name	Type	Level	Character#	Price
Tentacruel (W)	(W)	Lv30	#073	\$4.00
Marril (holographic) (W)	(W)	Lv10		\$16.00
Lapras (W)	(W)	Lv30	#131	\$4.00

TROPICAL ISLAND "SKY" SET (RAINBOW SET #1)

Card Name	Type	Level	Character#	Price
Mew (holographic) (P)	(P)	Lv05	#151	\$16.00
Pidgeot (C)	(C)	Lv39	#018	\$4.00
Onix (F)	(F)	Lv40	#095	\$4.00

TROPICAL ISLAND "RIVERSIDE" SET (RAINBOW SET #2)

Card Name	Type	Level	Character#	Price
Togepi (holographic) (C)	(C)	Lv10		\$12.00
Ivysaur (G)	(G)	Lv23	#002	\$4.00
Raticate (C)	(C)	Lv25	#020	\$4.00

TROPICAL ISLAND "FIELD OF FLOWERS" SET (RAINBOW SET #3)

Card Name	Type	Level	Character#	Price
Rediba (holographic) (G)	(G)	Lv12		\$12.00
Jigglypuff (C)	(C)	Lv10	#039	\$4.00
Butterfree (G)	(G)	Lv37	#012	\$4.00



ACTION FLIPZ

Approximate date initially released: June 1999

These 2-by-2-inch mini cards premiered in June 1999. They are a licensed Nintendo product and made by Artbox. The complete set consists of one Rare Flipz card, four Special Flipz, 40 Action Flipz and 24 stickers. The common Action Flipz feature a Pokémon monster that transforms into its second evolution by tilting the card.

45 Total Cards: Lenticular Cards

Name	Card#	Price
☐ #140 Moltres/#146 Moltres	R-1	\$15.00-20.00
☐ #25 Pikachu/#25 Pikachu	S-1	\$5.00-8.00
☐ Team Rocket/Ash & Friends	S-2	\$3.00-5.00
☐ #25 Pikachu/#26 Raichu	S-3	\$3.00-5.00
☐ Ash/Ash & #25 Pikachu	S-4	\$3.00-5.00
☐ #25 Pikachu/#26 Raichu	01	\$1.00-2.00
☐ #63 Abro/#64 Kadabra	02	\$0.50-1.00
☐ #35 Clefairy/#36 Clefable	03	\$0.50-1.00
☐ #69 Bellsprout/#70 Weepinbell	04	\$0.50-1.00
☐ #01 Bulbasaur/#02 Ivysaur	05	\$1.00-2.00
☐ #10 Caterpie/#11 Metapod	06	\$0.50-1.00
☐ #04 Charmander/#05 Charmeleon	07	\$1.00-2.00
☐ #104 Cubone/#105 Marowak	08	\$0.50-1.00
☐ #50 Diglett/#51 Dugtrio	09	\$0.50-1.00
☐ #96 Drowzee/#97 Hypno	10	\$0.50-1.00
☐ #23 Ekans/#24 Arbok	11	\$0.50-1.00
☐ #102 Exeggcuter/#103 Exeggutor	12	\$0.50-1.00
☐ #133 Eevee/#136 Flareon	13	\$0.50-1.00
☐ #92 Gastly/#93 Haunter	14	\$0.50-1.00
☐ #74 Geodude/#75 Graveler	15	\$0.50-1.00
☐ #118 Goldeen/#119 Seaking	16	\$0.50-1.00
☐ #88 Grimer/#89 Muk	17	\$0.50-1.00
☐ #58 Growlithe/#59 Arcanine	18	\$0.50-1.00
☐ #106 Hitmonlee/#106 Hitmonlee	19	\$0.50-1.00
☐ #116 Horsea/#117 Seadra	20	\$0.50-1.00
☐ #39 Jigglypuff/#40 Wigglytuff	21	\$0.50-1.00
☐ #140 Kabuto/#141 Kabutops	22	\$0.50-1.00
☐ #109 Koffing/#110 Weezing	23	\$0.50-1.00
☐ #98 Krabby/#99 Kingler	24	\$0.50-1.00
☐ #66 Machop/#67 Machoke	25	\$0.50-1.00
☐ #81 Magnemite/#82 Magnetron	26	\$0.50-1.00
☐ #56 Mankey/#57 Primeape	27	\$0.50-1.00
☐ #52 Meowth/#53 Persian	28	\$0.50-1.00
☐ #133 Eevee/#135 Jolteon	29	\$0.50-1.00
☐ (male)#32 Nidoran/#33 Nidorino	30	\$0.50-1.00
☐ (female)#29 Nidoran/#30 Nidorina	31	\$0.50-1.00
☐ #43 Oddish/#44 Gloom	32	\$0.50-1.00
☐ #138 Omastar/#139 Omastar	33	\$0.50-1.00
☐ #16 Pidgey/#17 Pidgeotto	34	\$0.50-1.00
☐ #19 Rattata/#20 Raticate	35	\$0.50-1.00
☐ #27 Sandshrew/#28 Sandslash	36	\$0.50-1.00
☐ #21 Spearow/#22 Fearow	37	\$0.50-1.00
☐ #07 Squirtle/#08 Wartortle	38	\$0.75-1.50
☐ #100 Voltorb/#101 Electrode	39	\$0.50-1.00
☐ #13 Weedle/#14 Kakuna	40	\$0.50-1.00

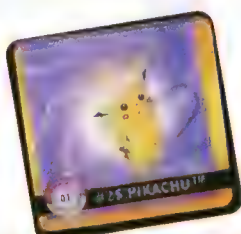
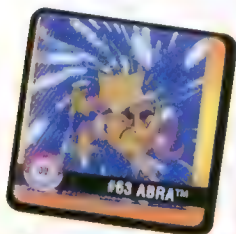
TOPPS POKÉMON CARDS

Approximate date initially released: August 1999

These cards hit the stores in late August 1999. Each package of cards contains seven trading cards and one foil card. The 180-card set (90 regular and 90 foil) consists of pictures of Pokémon characters on the front and parody statistics on the back.

180 Total Cards: 90 (non-Foil) • 90 (Foil)

Name	Card#	Regular Card	Foil Card
☐ Bulbasaur	1	\$0.10	\$0.75-1.00
☐ Ivysaur	2	\$0.10	\$0.75-1.00
☐ Venusaur	3	\$0.10	\$0.75-1.00
☐ Charmander	4	\$0.10	\$0.75-1.00
☐ Charmeleon	5	\$0.10	\$0.75-1.00
☐ Charizard	6	\$0.10	\$0.75-1.00
☐ Squirtle	7	\$0.10	\$0.75-1.00
☐ Wartortle	8	\$0.10	\$0.75-1.00
☐ Blastoise	9	\$0.10	\$0.75-1.00
☐ Caterpie	10	\$0.10	\$0.75-1.00
☐ Metapod	11	\$0.10	\$0.75-1.00
☐ Butterfree	12	\$0.10	\$0.75-1.00
☐ Weedle	13	\$0.10	\$0.75-1.00
☐ Kakuna	14	\$0.10	\$0.75-1.00
☐ Beedrill	15	\$0.10	\$0.75-1.00
☐ Pidgey	16	\$0.10	\$0.75-1.00
☐ Pidgeotto	17	\$0.10	\$0.75-1.00
☐ Pidgeot	18	\$0.10	\$0.75-1.00
☐ Rattata	19	\$0.10	\$0.75-1.00
☐ Raticate	20	\$0.10	\$0.75-1.00
☐ Spearow	21	\$0.10	\$0.75-1.00
☐ Fearow	22	\$0.10	\$0.75-1.00
☐ Ekans	23	\$0.10	\$0.75-1.00
☐ Arbok	24	\$0.10	\$0.75-1.00
☐ Pikachu	25	\$0.10	\$0.75-1.00
☐ Raichu	26	\$0.10	\$0.75-1.00
☐ Sandshrew	27	\$0.10	\$0.75-1.00
☐ Sandslash	28	\$0.10	\$0.75-1.00
☐ Nidoran	29	\$0.10	\$0.75-1.00
☐ Nidorina	30	\$0.10	\$0.75-1.00
☐ Nidoqueen	31	\$0.10	\$0.75-1.00
☐ Nidoran (male)	32	\$0.10	\$0.75-1.00
☐ Nidorino (male)	33	\$0.10	\$0.75-1.00
☐ Nidoking	34	\$0.10	\$0.75-1.00
☐ Clefairy	35	\$0.10	\$0.75-1.00
☐ Clefable	36	\$0.10	\$0.75-1.00
☐ Vulpix	37	\$0.10	\$0.75-1.00
☐ Ninetails	38	\$0.10	\$0.75-1.00
☐ Jigglypuff	39	\$0.10	\$0.75-1.00
☐ Wigglytuff	40	\$0.10	\$0.75-1.00
☐ Zubat	41	\$0.10	\$0.75-1.00
☐ Golbat	42	\$0.10	\$0.75-1.00
☐ Oddish	43	\$0.10	\$0.75-1.00
☐ Gloom	44	\$0.10	\$0.75-1.00
☐ Vileplume	45	\$0.10	\$0.75-1.00
☐ Paras	46	\$0.10	\$0.75-1.00
☐ Parasect	47	\$0.10	\$0.75-1.00
☐ Venonat	48	\$0.10	\$0.75-1.00
☐ Venomoth	49	\$0.10	\$0.75-1.00
☐ Diglett	50	\$0.10	\$0.75-1.00
☐ Dugtrio	51	\$0.10	\$0.75-1.00
☐ Meowth	52	\$0.10	\$0.75-1.00
☐ Persian	53	\$0.10	\$0.75-1.00



VISIT WWW.POJO.COM FOR PRICING UPDATES!

PoJo's PriceGuide

... VISIT WWW.POJO.COM FOR PRICING UPDATES!! ...

Name	Card#	Regular Card	Foil Card
Psyduck	54	\$0.10	\$0.75-1.00
Golduck	55	\$0.10	\$0.75-1.00
Mankey	56	\$0.10	\$0.75-1.00
Primeape	57	\$0.10	\$0.75-1.00
Growlithe	58	\$0.10	\$0.75-1.00
Arcanine	59	\$0.10	\$0.75-1.00
Poliwhag	60	\$0.10	\$0.75-1.00
Poliwhirl	61	\$0.10	\$0.75-1.00
Poliwrath	62	\$0.10	\$0.75-1.00
Abra	63	\$0.10	\$0.75-1.00
Kadabra	64	\$0.10	\$0.75-1.00
Alakazam	65	\$0.10	\$0.75-1.00
Machop	66	\$0.10	\$0.75-1.00
Machoke	67	\$0.10	\$0.75-1.00
Machop	68	\$0.10	\$0.75-1.00
Bellsprout	69	\$0.10	\$0.75-1.00
Weepinbell	70	\$0.10	\$0.75-1.00
Victreebell	71	\$0.10	\$0.75-1.00
Tentacool	72	\$0.10	\$0.75-1.00
Tentacruel	73	\$0.10	\$0.75-1.00
Geodude	74	\$0.10	\$0.75-1.00
Graveler	75	\$0.10	\$0.75-1.00
Golem	76	\$0.10	\$0.75-1.00
Ash Ketchum Trainer TV1	—	\$0.10	\$0.75-1.00
Pikachu TV2	25	\$0.10	\$0.75-1.00
Misty Trainer TV3	—	\$0.10	\$0.75-1.00
Brock Adventurer TV4	—	\$0.10	\$0.75-1.00
Saryu TV5 120	\$0.10	\$0.75-1.00	
GeodudeTV6	74	\$0.10	\$0.75-1.00
Professor Oak TV7	—	\$0.10	\$0.75-1.00
Gary Oak TV8	—	\$0.10	\$0.75-1.00
Jesse TV9 —	\$0.10	\$0.75-1.00	
James TV10	—	\$0.10	\$0.75-1.00
Meowth TV11	52	\$0.10	\$0.75-1.00
Ekans#23 Arbok#24 TV12	—	\$0.10	\$0.75-1.00
Koffing#109 Weezing#110 TV13	—	\$0.10	\$0.75-1.00

TOPPS MOVIE CARDS

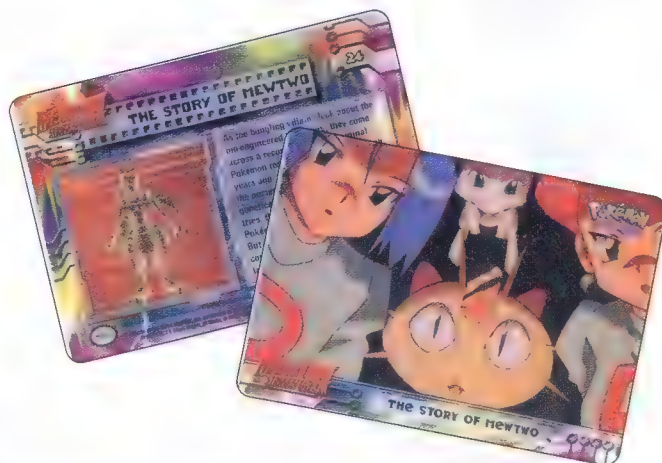
Approximate date initially released: November 1999

These movie animation "Mewtwo Strikes Back" cards hit stores in November 1999 with the release of *Pokémon: The First Movie*. Each package contains eight trading cards including one foil card. Each card is a scene from the movie.

59 Total Cards:

Name	Card#	Regular Card	Foil Card
Legends	1	\$25-50	\$1.00-4.00
Awakenings	2	\$25-50	\$1.00-4.00
Consciousness & Congratulations	3	\$25-50	\$1.00-4.00
Leaving the Nest	4	\$25-50	\$1.00-4.00
The Proposition	5	\$25-50	\$1.00-4.00
Mechanical Mewtwo	6	\$25-50	\$1.00-4.00
Trying out the New Toy	7	\$25-50	\$1.00-4.00
Rebellion	8	\$25-50	\$1.00-4.00
Ash and Company	9	\$25-50	\$1.00-4.00

Name	Card#	Regular Card	Foil Card
Battle Before Lunch	10	\$25-50	\$1.00-4.00
Donfan	11	\$25-50	\$1.00-4.00
The Nefarious Team Rocket	12	\$25-50	\$1.00-4.00
The Invitation	13	\$25-50	\$1.00-4.00
Marina in Chaos	14	\$25-50	\$1.00-4.00
The Tempest — a Bad Omen	15	\$25-50	\$1.00-4.00
A Call to Arms	16	\$25-50	\$1.00-4.00
Underwater Adventure	17	\$25-50	\$1.00-4.00
The Temple of Mewtwo	18	\$25-50	\$1.00-4.00
The Stairwell	19	\$25-50	\$1.00-4.00
The Best of the Best	20	\$25-50	\$1.00-4.00
Introductions	21	\$25-50	\$1.00-4.00
The Trainer's Failure	22	\$25-50	\$1.00-4.00
Meowth Times Two	23	\$25-50	\$1.00-4.00
The Story of Mewtwo	24	\$25-50	\$1.00-4.00
The Battle of the Champs	25	\$25-50	\$1.00-4.00
Round One Equals Defeat	26	\$25-50	\$1.00-4.00
Stealing Pokémon	27	\$25-50	\$1.00-4.00
The Chase for Pikachu	28	\$25-50	\$1.00-4.00
Clones!!!	29	\$25-50	\$1.00-4.00
Rescuing Pikachu	30	\$25-50	\$1.00-4.00
Reunited	31	\$25-50	\$1.00-4.00
The Battle Renewed	32	\$25-50	\$1.00-4.00
Psychic Showdown	33	\$25-50	\$1.00-4.00
The Ultimate Match	34	\$25-50	\$1.00-4.00
The Fight Rages	35	\$25-50	\$1.00-4.00
Ash's Sacrifice	36	\$25-50	\$1.00-4.00
The Tears of Pokémon	37	\$25-50	\$1.00-4.00
The Rebirth of Ash	38	\$25-50	\$1.00-4.00
Farewell	39	\$25-50	\$1.00-4.00
Like it Never Happened	40	\$25-50	\$1.00-4.00
The Future Looks Bright	41	\$25-50	\$1.00-4.00
Pikachu's Vacation	42	\$25-50	\$1.00-4.00
Don't Cry, Togepi!	43	\$25-50	\$1.00-4.00
Looks Like Trouble...	44	\$25-50	\$1.00-4.00
Togepi in Trouble	45	\$25-50	\$1.00-4.00
Peacemaker Pikachu	46	\$25-50	\$1.00-4.00
The Water Race is On!	47	\$25-50	\$1.00-4.00
Racing Cheek to Cheek	48	\$25-50	\$1.00-4.00
Rest and Relaxation at Last	49	\$25-50	\$1.00-4.00
The "Tail" End of the Race	50	\$25-50	\$1.00-4.00
Trapped Charizard	51	\$25-50	\$1.00-4.00
Everyone...Pull!!!	52	\$25-50	\$1.00-4.00
C'mon, We Need Help	53	\$25-50	\$1.00-4.00
Teamwork	54	\$25-50	\$1.00-4.00
Success	55	\$25-50	\$1.00-4.00
Better than Ever	56	\$25-50	\$1.00-4.00
Playtime	57	\$25-50	\$1.00-4.00
A Great Day	58	\$25-50	\$1.00-4.00
New Friends and Farewells	59	\$25-50	\$1.00-4.00



BURGER KING POKÉMON CARDS

Approximate date initially
released: November 1999

These "cut" cards hit Burger King in November 1999 with the release of *Pokémon: The First Movie*. Each Kids Meal included a Poké Ball with a toy and a Pokémon trivia card inside.

151 Total Cards:

Name	Card#	Price
┐ Bulbasaur	01	\$0.50-1.50
┐ Ivysaur	02	\$0.50-1.50
┐ Venusaur	03	\$2.00-3.00
┐ Charmander	04	\$0.50-1.50
┐ Charmeleon	05	\$0.50-1.50
┐ Charizard	06	\$1.00-2.00
┐ Squirtle	07	\$0.50-1.50
┐ Wartortle	08	\$0.50-1.50
┐ Blastoise	09	\$2.00
┐ Caterpie	10	\$0.50-1.50
┐ Metapod	11	\$0.50-1.50
┐ Butterfree	12	\$0.50-1.00
┐ Weedle	13	\$0.50-1.50
┐ Kakuna	14	\$0.50-1.50
┐ Beedrill	15	\$0.50-1.50
┐ Pidgey	16	\$0.50-1.50
┐ Pidgeotto	17	\$0.50-1.50
┐ Pidgeot	18	\$0.50-1.50
┐ Rattata	19	\$0.50-1.50
┐ Raticate	20	\$0.50-1.50
┐ Spearow	21	\$0.50-1.50
┐ Fearow	22	\$0.50-1.50
┐ Ekans	23	\$0.50-1.50
┐ Arbok	24	\$0.50-1.50
┐ Pikachu	25	\$2.00-4.00
┐ Raichu	26	\$0.50-1.00
┐ Sandshrew	27	\$0.50-1.50
┐ Sandslash	28	\$0.50-1.50
┐ Nidoran	29	\$0.50-1.50
┐ Nidorina	30	\$0.50-1.50
┐ Nidoqueen	31	\$0.50-1.50
┐ Nidoran	32	\$0.50-1.50
┐ Nidorino	33	\$0.50-1.50
┐ Nidoking	34	\$0.50-1.00
┐ Clefairy	35	\$0.50-1.50
┐ Clefable	36	\$0.50-1.50
┐ Vulpix	37	\$0.50-1.50
┐ Ninetales	38	\$2.00
┐ Jigglypuff	39	\$1.00-2.00
┐ Wigglytuff	40	\$0.50-1.50
┐ Zubat	41	\$0.50-1.50
┐ Golbat	42	\$0.50-1.50
┐ Oddish	43	\$0.50-1.50
┐ Gloom	44	\$0.50-1.50
┐ Vileplume	45	\$0.50-1.50
┐ Paras	46	\$0.50-1.50
┐ Parasect	47	\$0.50-1.50
┐ Venonat	48	\$0.50-1.50
┐ Venomoth	49	\$0.50-1.50
┐ Diglett	50	\$0.50-1.50

Name	Card#	Price
┐ Dugtrio	51	\$0.50-1.50
┐ Meowth	52	\$2.00-3.00
┐ Persian	53	\$0.50-1.50
┐ Psyduck	54	\$0.50-1.50
┐ Golduck	55	\$0.50-1.50
┐ Mankey	56	\$0.50-1.50
┐ Primeape	57	\$0.50-1.50
┐ Growlithe	58	\$0.50-1.50
┐ Arcanine	59	\$0.50-1.50
┐ Poliwhg	60	\$0.50-1.50
┐ Poliwhirl	61	\$0.50-1.50
┐ Poliwrath	62	\$0.50-1.50
┐ Abra	63	\$0.50-1.50
┐ Kadabra	64	\$0.50-1.50
┐ Klapazam	65	\$0.50-1.50
┐ Machop	66	\$0.50-1.50
┐ Machoke	67	\$0.50-1.50
┐ Machop	68	\$0.50-1.50
┐ Bellsprout	69	\$0.50-1.50
┐ Weepinbell	70	\$0.50-1.50
┐ Victreebel	71	\$2.00
┐ Tentacool	72	\$0.50-1.50
┐ Tentacruel	73	\$0.50-1.50
┐ Geodude	74	\$0.50-1.50
┐ Graveler	75	\$0.50-1.00
┐ Golem	76	\$0.50-1.50
┐ Ponyta	77	\$0.50-1.50
┐ Rapidash	78	\$0.50-1.50
┐ Slowpoke	79	\$0.50-1.50
┐ Slowbro	80	\$0.50-1.50
┐ Magnemite	81	\$0.50-1.50
┐ Magnetron	82	\$0.50-1.50
┐ Farfetch'd	83	\$0.50-1.50
┐ Doduo	84	\$0.50-1.50
┐ Dodrio	85	\$0.50-1.00
┐ Seel	86	\$1.00-3.00
┐ Dewgong	87	\$0.50-1.50
┐ Grimer	88	\$0.50-1.50
┐ Muk	89	\$0.50-1.50
┐ Shellder	90	\$0.50-1.50
┐ Cloyster	91	\$0.50-1.50
┐ Gastly	92	\$0.50-1.00
┐ Haunter	93	\$2.00
┐ Gengar	94	\$2.00-4.00
┐ Onix	95	\$0.50-1.50
┐ Drowzee	96	\$0.50-1.50
┐ Hypno	97	\$0.50-1.50
┐ Krabby	98	\$0.50-1.50
┐ Kingler	99	\$0.50-1.50
┐ Voltorb	100	\$0.50-1.50
┐ Electrode	101	\$0.50-1.50
┐ Exeggcutie	102	\$0.50-1.50
┐ Exeggutor	103	\$0.50-1.50
┐ Cubone	104	\$0.50-1.50
┐ Marowak	105	\$0.50-1.50
┐ Hitmonlee	106	\$0.50-1.50
┐ Hitmonchan	107	\$0.50-1.50
┐ Lickitung	108	\$0.50-1.50
┐ Koffing	109	\$0.50-1.50
┐ Weezing	110	\$0.50-1.50
┐ Rhyhorn	111	\$0.50-1.50
┐ Rhydon	112	\$0.50-1.50
┐ Chansey	113	\$1.00-2.00
┐ Tangela	114	\$0.50-1.50
┐ Kangaskhan	115	\$0.50-1.50
┐ Horsea	116	\$0.50-1.50
┐ Seadra	117	\$0.50-1.50
┐ Goldeen	118	\$1.00-2.00
┐ Seaking	119	\$0.50-1.00
┐ Staryu	120	\$0.50-1.50
┐ Starmie	121	\$0.50-1.50
┐ Mr. Mime	122	\$1.00-2.00
┐ Scyther	123	\$0.50-1.00

Name	Card#	Price
┐ Jynx	124	\$0.50-1.50
┐ Magmar	126	\$0.50-1.50
┐ Pinsir	127	\$0.50-1.50
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Togepi (no number)



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#130 Gyarados



#42 Golbat



#25 Pikachu



(no number) Togepi

Snapshots



Kyle (Mewtwo) and Casey (Dragonite) from Canada, dressed as their favorite Pokemon for Halloween.



A budding Poke fanatic, Taylor stands before his impressive card collection.



Pokemon fans, David, Matt, Christopher, Akina and Greg, are happy to catch 'em all at Burger King.



David and Matt give two thumbs up to their Psyduck/Togepi swap at Burger King's Trading Night.

Do you have a photo you'd like to share with us? Send it to:
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H&S Media Inc.
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Brothers Anthony and Romello of California are crazy for Pokemon. They have a Pokemon bedroom and over 5,000 cards!

PokéParty

By Marilyn J. Fettner
Photos by Mitch Cerrone

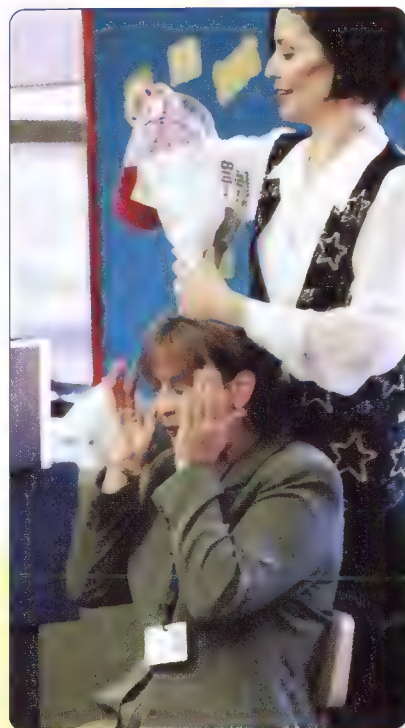
Pokétastic!

PoJo's first party powers up reading and math skills

How does a school raise students' reading scores? With a Pokémon party, of course!

Assistant Principal Leslie Kleiman of Ridge Circle Elementary School in Streamwood, Illinois (suburban Chicago), knows children need good reading, memory and math skills for Pokémon. So, she knew her 110 third-grade Masters wouldn't just have a cool time at the December 7, 1999 party — they'd also rev up their skills.

Pokémon education master and magician, Linda Eck of Chicago, kicked off the first Pokémon party sponsored by *PoJo's Unofficial Pokémon News & Price Guide Monthly* and its publisher, H&S Media. Showing kids how reading and math are needed to play Pokémon, just as for magic, Eck said if they can master Pokémon, they can master reading and math.



Assistant Principal Leslie Kleiman almost gets drenched during a trick performed by magician and Pokémon education master Linda Eck.



(From left) Jenny Lewellen, Tricia Bohanna, Mehan Baney and Stephanie Pappa watch in awe as tricks are played on their assistant principal at the first Pokémon party sponsored by *PoJo's*.

Students put their skills to work by trading Pokémon cards — an activity normally not allowed at school.

A drawing followed with 10 lucky students winning Pikachu backpacks and plush toys, and a Pokémon T-shirt. Kids got Pokémon stickers



Ridge Circle Elementary School third-graders got a special break on December 7 to play Poké games.

and snacked on two colossal Pikachu-decorated cakes. Then they settled down to read *Polo's*.

"We want to show children they can read about an interest they have like Pokémon, instead of just watching the TV show or movie," said Kleiman, who wants children to become lifelong readers.

Third-grader Michael U. thanked everyone for the party, especially the cards, which were his first. Katie Y. summed up the party in one word: "Pokétastic!"



(top right)
The Poké party kept Ariel Battle watching intently.

(Bottom right)
Pokémon Education Master and magician Linda Eck, teaches the class with Squirtle's help. She taught the kids how reading and math skills can help them to become Pokémon masters. The skills that help them become better Pokémon players are what they are learning everyday in school.

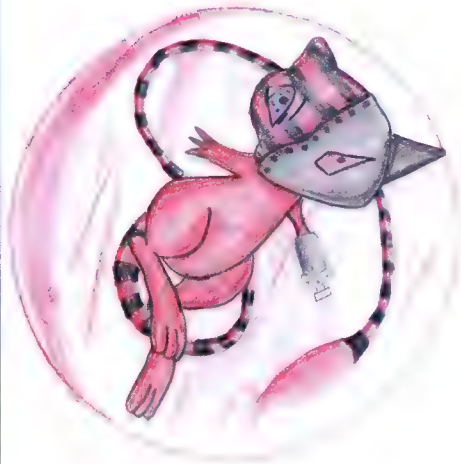
NOTE: A special thanks goes to Ms. Kleiman for coordinating the party and to Marz Productions of Sarasota, Florida, for donating Pokémon cards, stickers and drawing prizes. ★

Heather Graf sits with Pikachu.



Monster Creations

Evil MewBot



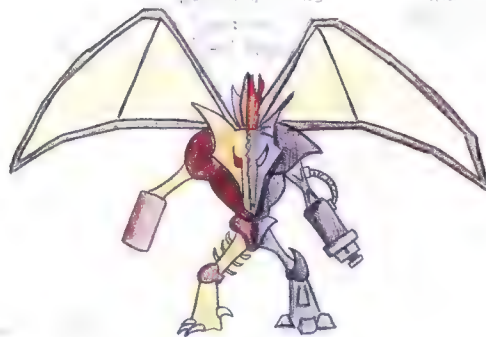
Height 3 feet
Weight 30 pounds

Evil Mewbot (Height: 3', Weight: 30 lbs) and
Alakacharbot (Height: 8', Weight: 1000 lbs)
By Cody Brigan, 12, Minnesota

ALAKACHARBOT

Height 8'
Weight 1000 lbs

An evil bot created
from together a
cat and a robot
Alakacharbot



Mewizoid (Height: 3'4", Weight: 54 lbs)
By Timothy Ellison, 10, Florida

HP 450
Level 210



Mewthree (Height: 7'10", Weight: 151 lbs)
By Vanessa Schoonmaker, 11, California

Snike

height 6 feet
weight 0 lbs
fire type
age 80



Snike (Height: 6', Weight: 0 lbs)
By Joseph White, 9, Missouri

Treetails

By Tony Bart
Age: 8



3 ft. 6 inches
Coveted from 9 tails

Treetails lashes its prey with thorned
tail branches, which puts his prey to sleep.

Peekablu



Water Pokemon
Tail shoots ice cold water
& paralyzes its prey.

(stingray pokemon)

"Shocker" water
Pokemon



5 ft. 3 inches

This new discovered
pokemon is the last of his kind.
He can shoot out 7000 electric volts
from his tail, which paralyzes his prey.

Treetails (Height: 3'6")
Peekablu (Height: 2'11") and
Shocker (Height: 5'3")
By Tony Bart, 8, Delaware



Flamepod



Flame Pokemon
Length 4'9"
weight 87 lbs.



Electric Pokemon
Length 7'9"
weight 450 lbs.

Babymew



Cute Pokemon
Length 2'7"
weight 16 lbs.

Flamepod (Height: 4'9", Weight: 87 lbs)
Electroton (Height: 7'9", Weight: 456 lbs) and
Babymew (Height: 2'7", Weight: 16 lbs)
By Mohammad Schultz, Missouri

Natural
colours
- Orange
- Blue

PIKABOO
The evolved form
of Pikachu's Rival

evolve
Picacho Riacho

PIKABOO



PIKA-BOO
PIKA-BOO

Height - 3 feet.

Attacks
- Thunder bolt
- Super Agility
- electric charge
- bolt charge

- Body slam
- Tail Bolt

JUSTINE
DINARDO
By

Pikaboo (Height: 3')
By Justine Dinardo, 10, Ontario

Monster Creations

Rainbowta



Height: 22 feet
Weight: 172 pounds

Rainbowta (Height: 22', Weight: 172 lbs)
By Brittany Ann Reithmayer, 9, Pennsylvania



Length 4.0m

66 lbs weight

Bruz

Bruz (Height: 4 m, Weight: 60 lbs)
By Kris Stachurski, 12, Illinois

CHARCHOP

Type 1: Fighting
Type 2: Fire

A hard punching
fire breathing
Pokemon



Height: 2' 2"
Weight: 7 lbs. 7oz.

Adam Beimer

Charchop (Height: 2'2", Weight: 7 lbs, 7 oz)
By Adam Beimer, Minnesota

By: Thomas Biernacki
Age: 14



Soardos

legendary pokémon

Soardos

By Thomas Biernacki, 14, North Carolina

If you'd like to share your
Pokémon creation, mail it to:
Pokémon Drawings
H&S Media Inc.
2121 Waukegan Road, Suite 120
Bannockburn, IL 60015

PoJo's Fun

Pokégram

Unscramble each series of letters to create the name of a Pokémon. Then unscramble the highlighted letter in each name to identify another Pokémon (hint: this pocket monster is a genius).

CYREODAALT



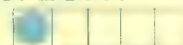
TSORMLE



LIPIHOLWR



SPZOPA



WRSAEOP



FLCEYARI



DAARKAB



ERHOAS



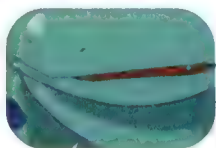
Answer



Answers on page 144

Mouthing Off

Can you guess which Pokémon belong to these mouths?



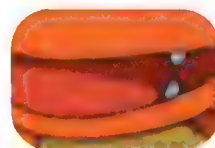
1 _____



2 _____



3 _____



4 _____



5 _____



6 _____



7 _____



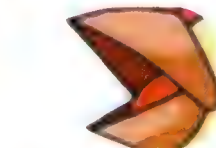
8 _____



9 _____



10 _____



11 _____



12 _____

PoJo's Fun



1
Bulbasaur



2
Weezing



3
Koffing



4
Charmander



5
Chansey



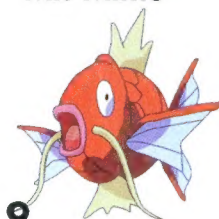
6
Seaking



7
Mr. Mime



8
Magmar



9
Magikarp



10
Eevee



11
Pidgeotto



12
Raticate

Answers to Pokégram

1. Aerodactyl
2. Moltres
3. Poliwhirl
4. Zapdos
5. Spearow
6. Clefairy
7. Kadabra
8. Horsea

Puzzle answer: **Alakazam**
(with an IQ of 5,000, this Pokémon is smarter than a supercomputer!)

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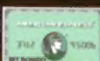
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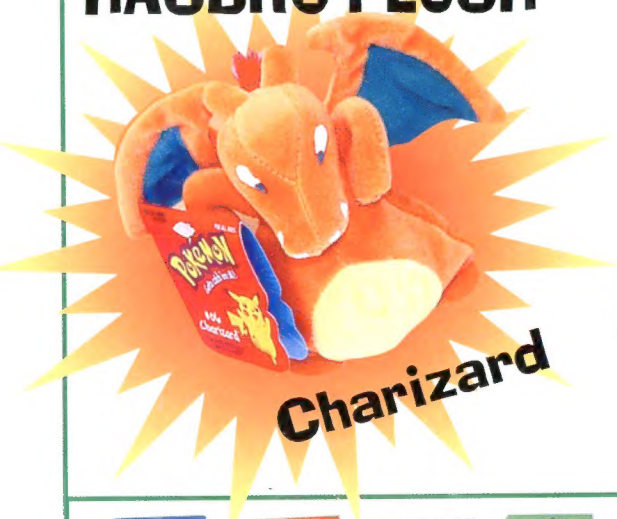


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